156 PAGES!

A NEWSFIELD PUBLICATION
No. 41 SEPTEMBER 1988
£1.25
US $3.50
DM 7.50

ZZAP! 64

MONTHLY REVIEW FOR COMMODORE SOFTWARE



LAST NINJA II
... ON THE LEADING EDGE OF ARCADE ADVENTURES

REVIEWER-BASHING VIOLENCE IN ...
THE CHALLENGE

IT'S HUGE—DON'T MISS OUT!



PG's 32-PAGE NAUGHTY POKES EXTRAVAGANZA
MORE MAPS AND POKES THAN YOU CAN SHAKE A STICK AT

COMPETITIONS GALORE

09
0 74470 72678 4

YOU CAN RE-WRITE HISTORY

1943™ THE BATTLE OF MIDWAY

It was over 40 years ago, at the height of World War II, that the Japanese main squadron tasted defeat off the west coast of the Midway Islands. Some say that this battle greatly changed the outcome of the war, some say under different direction we may now all be living our lives under the shadow of the Rising Sun. This is your opportunity at the controls of your magnificent P38, armed with six secret weapons, to relive the titanic struggle for supremacy against the battleship Yamato and its legions of defences.

"Supreme arcade conflict at its thrilling best"



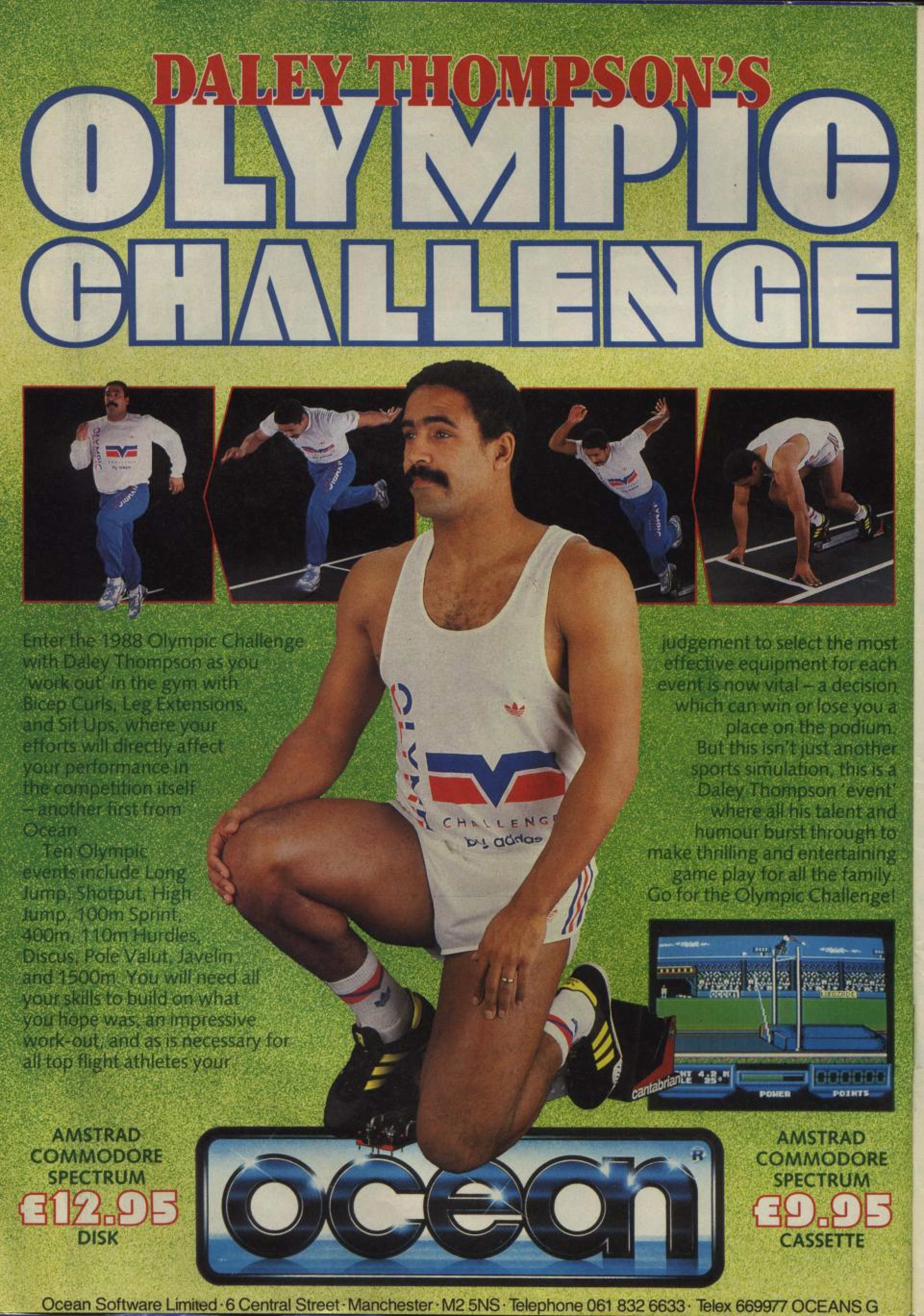
Screen shots from Atari ST version.





CAPCOM™

GIANTS OF THE VIDEO GAMES INDUSTRY


DALEY THOMPSON'S
OLYMPIC CHALLENGE
Enter the 1988 Olympic Challenge with Daley Thompson as you 'work out' in the gym with Bicep Curls, Leg Extensions, and Sit Ups, where your efforts will directly affect your performance in the competition itself – another first from Ocean.
Ten Olympic events include Long Jump, Shotput, High Jump, 100m Sprint, 400m, 110m Hurdles, Discus, Pole Valut, Javelin and 1500m. You will need all your skills to build on what you hope was, an impressive work-out, and as is necessary for all top flight athletes your judgement to select the most effective equipment for each event is now vital – a decision which can win or lose you a place on the podium.
But this isn't just another sports simulation, this is a Daley Thompson 'event' where all his talent and humour burst through to make thrilling and entertaining game play for all the family. Go for the Olympic Challenge!
CHALLENGE
by adidas
cantabrian
POWER
POINTS
AMSTRAD
COMMODORE
SPECTRUM
£12.95
DISK
ocean
AMSTRAD
COMMODORE
SPECTRUM
£9.95
CASSETTE
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

ISSUE 41 SEPTEMBER-1988

CONTENTS

SCREWY SEPTEMBER SUPER-DUPERNESS



FREAKY FEATURES

KER-RAZY COMPETITIONS

RABIDLY RAUNCHY REGULARS



EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Gordon Houghton **Staff Writers:** Paul Glancey, Lloyd Mangram, Matthew Evans **Editorial Assistant:** Glenys Powell **Contributing Writers:** Mel Croucher, Philippa Irving, Nik Wilde **Photography:** Cameron Pound, Michael Parkinson **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Art Director:** Mark Kendrick **Assistant Art Director:** Wayne Allen **Design/Layout:** Melvyn Fisher, Yvonne Priest **Reprographics/Film Planning:** Matthew Uffindell, Nik Orchard, Ian Chubb, Robert Millichamp **Production Manager:** Jonathan Rignall **Editorial Director:** Roger Kean **Advertisement Director:** Roger Bennett **Advertisement Assistants:** Andrew Smales, Sarah Chapman **Assistant:** Jackie Morris ☎ 0584 4603 **0584 5852 MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** Denise Roberts *PO Box 10, Ludlow, Shropshire, SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *Wallace Road, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex.*

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Glenys Powell a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

Average monthly sales
for the period
JULY – DEC 1987
Total: 82,933
UK/Eire: 84,110

COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION


Always ahead of their time
Walt Disney Mickey Mouse The Computer Game
Screen shot from Atari ST version
1UP 915
HITS
at THE SEASHORE
Screen shot from CBM 64/128 version
T-WRECKS
CBM 64/128 £9.99 c – £14.99 d
Amstrad £9.99 c – £14.99 d
Spectrum £7.99 c – £12.99 d
Amiga £19.99 d
Atari ST £19.99 d
CBM 64/128 £9.99 c – £14.99 d
Spectrum £7.99 c – £12.99 d
GREMLIN
Don't miss these 4 great new releases from the creators of the most original and exciting games of all time.
Help Mickey Mouse to save Merlin's magic wand from Disney's enchanted castle. Wreak havoc in Japan as T-Wrecks, a large and angry pre-historic monster searches for stolen eggs. Improve your footballing skills with the help of Gary Lineker or enjoy 2 different games in one with Skate crazy — the "Car Park Challenge" and the "Championship Course"
CBM 64/128 £9.99 c – £14.99 d
Amstrad £9.99 c – £14.99 d
Spectrum £7.99 c – £12.99 d
Atari ST £19.99 d
CBM 64/128 £9.99 c – £14.99 d
Spectrum £7.99 c – + 3 £12.99 d
Amstrad £9.99 c – £14.99 d
Gary Linekers SUPERSKILLS
Shooting
Sprinting
Dribbling
Circuit Training
Heading
Screen shot from Atari ST version
PRESS FIRE TO
SKATE CRAZY
SKATE CRAZY
Screen shot from Amstrad version
All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS.

ZZAP! ED



AND THEN THERE WERE THREE . . .

This has been a bit of a hectic month in ZZAP! Towers – we've gained a new reviewer (Reviewer Profiles Inc below) and we've lost a film planner. Film planning is the incredibly mysterious department in Newsfield where a group of hag-like crones sit around a cauldron full of paints and cast eldritch spells to create all the colourful tints you see in the magazine (well, that's how they explained it to me – I don't *really* believe them, though).

Anyway, the result of this badly made up story is that for two to three months, there's going to be a teensy-weensy tadette less variety in the colour of some sections. It's not all bad news, however – by Christmas time we should have installed a new film planning system, which allows more colour and more freedom with the magazine design than ever before – the amount of available colours with this machine is something ridiculous like 3,000,000.

In addition, you should regularly see more of ZZAP!, starting with this month's 156 pages, which are sagging with a sack full of screenshots, ripe with a roister-doister of reviews, pregnant with a pint glass of previews, bulging with a budgie cage full of budget games, chubby with a Cheddar Gorge full of the Challenge and . . . er . . . I'm getting a bit sick of this alliteration, anyway.

Right, just before I introduce the new wacky ZZAP! reviewer, there's a couple more things. First, there's no Amiga Action this month; but before the pro-Amiga lobby start groaning, it's because next month there's going to be a mega Amiga special, which heralds the introduction of full Amiga reviews in ZZAP! – more about that next month. Don't let it put you off, all you die-hard 64 fans – there'll be no less space allocated to reviews of 64 games; if anything, with a larger magazine, there'll be more space . . .

Secondly, in this Issue . . . By popular demand, the Baudwalk has gone, but Mel Croucher fans should turn to the Future of the Software Industry on page 32. Fans of mad 'n' wacky Paul Glancey should flick through to the 32-page Tips Special, starting on page 63 (thanks to Markie, Wayne, Yvonne and Mel in our over-worked Art Department for drawing all those maps . . .); alternatively, skip over a couple of pages to The Word, and you'll discover things you never knew about the small-but-perfectly-formed Geordie . . .

Now the bit you've all been waiting for. This month sees another victim roped into ZZAP! Towers – Matthew 'Maff' Evans, who has crawled all the way from sunny Flint in North Wales, and is blessed with a broad Scouse accent. His favourite phrase is unprintable – but it begins with *S-* and ends in *-hite.* Although at first he was a bit reluctant to join us, a cup of PG's tea brought him round. His interests include music ('There's music, then there's life'), SF films and Stephen King novels; he can't drive and he recently spent two hours walking around Portsmouth in the rain. His favourite games include *Wizball*, *Dropzone*, *Bubble Bobble* and *International Basketball* (in two-player mode: 'it causes fights between me and my mate'). At any rate, I'm sure you'll all make him feel as welcome as six bags of iced buns when you haven't had any breakfast.

Gordon Houghton

Gordon Houghton

GAMES REVIEWED

ADVERTISERS INDEX

THE WORD

IMAGE CHANGE AS MIRRORSOFT GET BLASTEROIDS LICENSE

Big Bob Maxwell's software gang, Mirrorsoft, have recently undergone a change of logo which bears their new title *Image Works* – a label which will produce their own products exclusively. It is under this label that they will be releasing their first coin-op conversion, Atari's arcade hit *Blasteroids*. The links forged between Image Works and Atari have reaped reciprocal rewards for Atari, who have bought the rights to convert the arcade puzzle game, *Tetris* for the Nintendo.

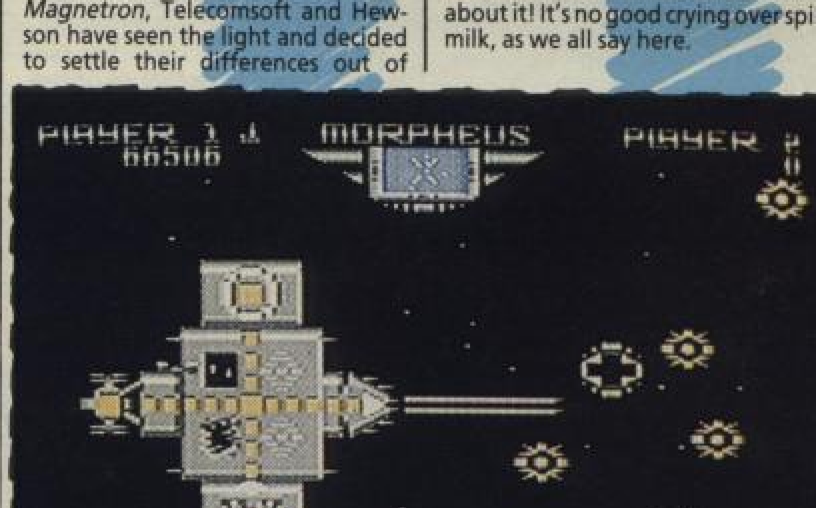
Future releases on the new label include *Foxx Fights Back*, a game of vulpine domestic bliss in which Mrs Foxx has thrown her husband out of the house to get some food. As you can tell, life is less than a bowl of chicken nuggets for Mr F, whose attempts to bring home the bacon are constantly dogged by woodland



creatures, farmers, and fox hunts, until he can take no more . . . and picks up a nearby machine gun! Now the tables are turned and Mr Foxx proceeds through villages, rabbit warrens and cowsheds, gunning down all who stand in the way of his foraging fun. The game is by Denton Designs, and is due for release some time in the Autumn at £9.99 on cassette and £12.99 on disk.

SOFTWARE HOUSES KISS AND MAKE UP

You'll be pleased to know that after their much publicised legal wrangles following the publication of the Graftgold games, *Morpheus* and *Magnetron*, Telecomsoft and Hewson have seen the light and decided to settle their differences out of court. So anyone holding their breath while waiting for either game to be released on the Rack-It label had better exhale and be soon about it! It's no good crying over spilt milk, as we all say here.



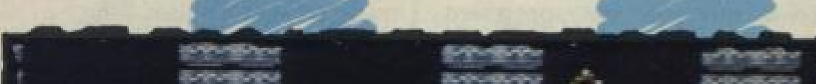
MASTERTRONIC FUN AND GAMES

Events prove that you just can't keep a good budget software company down, for the one and only Mastertronic are preparing to release three new games, *Motorbike Madness* on the Mastertronic label, *Vectorball* on MAD, and *Barbarian* from Psygnosis. The first of these is a game of fast motorcycling action which takes place over hazardous hilly country where one fall could mean costly repairs – still, that's what prize money's for isn't it?

In their press release Mastertronic describe *Vectorball* as "a complex blend of the speed of ice-hockey, the precision of netball and the complex curves of Crown Green bowls", but when it comes down to it, it's a ball game played between two droids on various irregular surfaces bounded by fences. Each droid has a goal which his opponent has to shoot the ball into either directly, or by bouncing it off a fence.

Barbarian is an arcade adventure originally released on the 16-bit machines which places the player in





the role of Hegor the Barbarian, whose mission in life (or at least in the game) is to destroy dragons, and various half-human warriors with the ultimate goal of killing the wizard Necron. The graphics and sampled grunts were what made the original versions so attractive to play, so it will be interesting to see how well these translate to the 64 when the game is released in late July, at £9.99 on cassette.

Also to be re-released by MasterT in the near future are Software Projects' Matthew Smith platforming classics, *Manic Miner*, *Jet Set Willy* and *JSW II*, along with CRL's brilliant *Tau Ceti*.

STREET FIGHTER BLUNDER

In last month's review of *Street Fighter* we were unfortunately unaware that GO! were to release the game as a double pack, with the British version (which was reviewed) on one side of the cassette, and an American version on the other. Having seen the US version of the game, we can state that its neater graphics make it a healthy complement to the home-grown Tiertex production, and consequently the package's value for money is increased. Profuse apologies go to all at US Gold.

CHUBBY COCK-UP

Erm . . . Do you remember the review of *Chubby Gristle* in last month's ZZAP! Well, it seems that the version we had was not the version you'll see on the streets. And you remember that comment about bugs? Well, there aren't any in the finished version. Oh, and the screenshot – that's not quite right, either: the game as released features enhanced graphics. It's still got the same gameplay – in effect, it's the same game but not half as bad as we said it was. The brain cells in Gordon's chubby head responsible for the lack of communication with his mouth have now been burnt out with a powerful home-made laser. In fact, we recommend you go and have a look at the game for yourself, before the confusion in ZZAP! Towers causes our puny minds to explode.

DESTINY BRING MUSIC TO THE MASSES

Destiny Software, producers of *Teladon* and *Yeti* are planning something special for their next shoot 'em up release, *Diamond*. On the back of the cassette version of the game are two singles from emerging band *The Company She Keeps* entitled *'What A Girl Wants'* and *'Express Interest'*. This is apparently an ongoing project for the software house's MD, Francis Lee, who has just launched Destiny Records which will release singles on vinyl and promote its artists' music on the back of software cassettes.





POWER TO THE PEOPLE

Budget company, The Power House, are soon to launch four new £1.99 titles onto an unsuspecting public. These are *Alpha Runner* (a shoot 'em up with very little plot but lots of blasting), *Battle Ball* (another shoot 'em up in which the Battle Ball of the title must destroy a world defence computer gone haywire), *The Legend of Crollo* (an arcade adventure with a hint of puzzling, concerning the collection of fuel crystals for a crashed spacecraft) and *Star Fortress* (another shoot 'em up, this time requiring the player to destroy the space fleet of the Birchon Empire, then the emperor himself). All should be on the shelves by the start of August, and hopefully we'll have review copies in time for next issue.

IS THERE A DISK DOCTOR IN THE HOUSE?

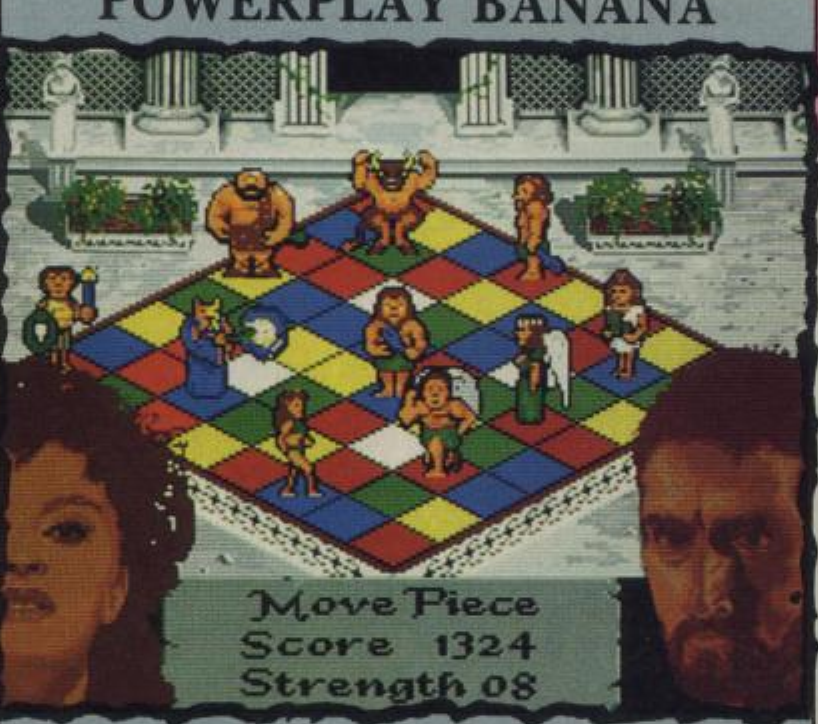
Masters of the periphery, Trilogic, have just launched a set of Doctor utilities which will conduct a medical on your machine-gunning disk drive or your misaligned tape deck, hopefully saving big bucks on those nasty repair bills. The *Disk Doctor* program costs £14.99 and allegedly produces results which could only be bettered by an oscilloscope; for once it comes on a cassette (after all, what's the point of having a program on disk if your drive doesn't work?). The *Datasette Doctor* at £8.99 comes complete with head cleaner fluid, a demagnetiser, a head adjustment screwdriver and a set of speed test programs. If that isn't good value, we don't know what is.

HAWKEYE AND THE CHOCOLATE FACTORY

Thalamus' promotion plans for their Gold Medal winning *Hawkeye* will see the random distribution of three special gold cassettes and six yellow cassettes in the standard *Hawkeye* packaging. Anyone who finds their newly-bought copy of the game has come on a gold cassette will receive an Amstrad Studio 1000 (Wow!), and a yellow cassette rewards its owner with a ghettoblaster (stifled gasps all round).

Several people have commented on the promotion's similarity to the one used by Willy Wonka in the Roald Dahl book, *Charlie and the Chocolate Factory*, but when Thalamus supremo, Paul Cooper was questioned on the subject, he proved he wasn't the fan of classical children's literature no-one claims him to be, and pleaded ignorance. Gordon's copy is in the post, Paul.

POWERPLAY BANANA



Bristol-based software house, Arcana, are set to release their alternative trivia game, *Powerplay* on the Amiga. Ever the perfectionists, Arcana have decided not to simply port the Atari ST version over to the Amiga, as some software houses would, but have gone for a re-written version which takes full advantage of the Amiga's extra graphical capabilities.

Arcana's next project is a set of question packs, possibly comprising questions on sport and TV and films, to cater for the groupies who hold *Powerplay* parties. Why 'Powerplay Banana'? Dunno really.

ADVANCED DUNGEONS AND DRAGONS

Strategic Simulations Inc., the people behind such Commodore hits as *B-24 Flight Simulator* and *Questron II*, have managed to bag the licenses required to produce two computer games based on TSR's *Advanced Dungeons and Dragons*. The games, which are called *Heroes of the Lance* and *Pool of Radiance*, are set in the world of the *Dragonlance* games, Krynn.

The former is an advanced arcade adventure based on the episode in the first *Dragonlance* module, in which the assembled heroes descend into the fallen city of Xak Tsaroth to retrieve the disks of the goddess Mishakal from the vile Draconians and the ancient black dragon, Khisanth.

Pool of Radiance is closer to the strategy game genre, and sets the player on 15 quests in a city on the Great Moon Sea, with the final goal of destroying the root of an encroaching evil.

Both games are set for release at the PC Show, and will probably retail at £14.99 for *Heroes of the Lance* on disk only, and £19.99 for *Pool of Radiance*, again on disk only. SSI are also planning to offer the beautiful *Dragonlance* map and art books at reduced prices to purchasers of the game.



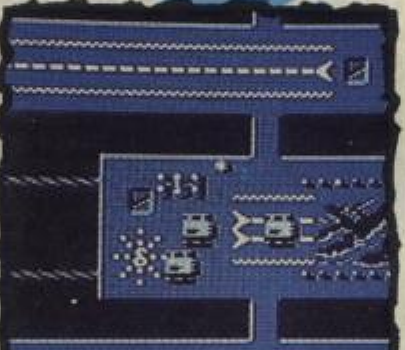
ELECTRONIC ARTS SIGN UP INTERPLAY

'Who are Interplay when they're at home?' you're all asking yourselves. Well, anyone who's ever played their *Bard's Tale* series will be familiar with the work of this American software publisher, the European rights of whose products have just been exclusively licensed to Electronic Arts.

Interplay are hoping to produce between four and seven games a year, and their planned titles include *Battle Chess*, a game which combines strategic gameplay with arcade combat, and an intriguing fantasy role-playing game, *Neuromancer*, based on William Gibson's Hugo and Nebula award-winning novel. What is even more interesting is the fact that lending a hand will be Sixties laid-back Svengali, Timothy Leary.

GRAFTGOLD GOODIES

In fact, further to this news comes information on Andrew Braybrook's latest game, *Intensity* which is also to be released under the auspices of Firebird. *Intensity* is described as a fast and addictive game involving the rescue of colonists from the Canis Major space station which is being overrun by hostile alien lifeforms. Where do you come in? Well, you're the pilot of a skimmer and drone craft patrolling increasingly complex levels populated by colonists who need to be picked up before aliens can capture them and mutate into



dangerous humanoid clones or deadly homing fireballs. Phew! Release date is 29th September, with prices set at £9.95 on cassette and £12.95 on disk.

Soldier of Fortune, written by John Cumming, is set in a land of demons, burning monsters and general chaos. This terrible situation has been brought on by Krillys – using foul means and strong magic he's managed to unleash vast hordes of evil spirits on an unsuspecting world by shielding the Zodiac power source. Guess what you have to do? Yep, playing one of two players you've got to return the power source to its rightful place. It sounds brilliant, but you'll just have to wait and see, won't you?

BEARD-SLEEEE!



Grandslam are ready to release yet another game of digital dribbling and pixellated passing onto the Commodore, this one endorsed by none other than the owner of the world's most famous gums. *Peter Beardsley's International Football* recreates a European International tournament and allows the player to follow his teams through the various groups as he tries to beat computer teams in an *International Soccer* style arcade game. The game should be in the shops by the time you read this.

DIZZY CODEMASTERS

Dizzy, the wacky ovoid who takes the title role in Codemaster's *Dizzy*, was recently incarnated in a soft and cuddly form pictured here with his creators, the Oliver Twins. The cuddly Dizzy was then prised away from the Olivers and handed over to the staff of 'A Leading Magazine' to be given away as a competition prize. But what did those naughty journalists do to poor Dizzy? They kicked seven shades of stuffing out of him, that's what they did to him. There's a moral to this story, but we don't know what it is . . .



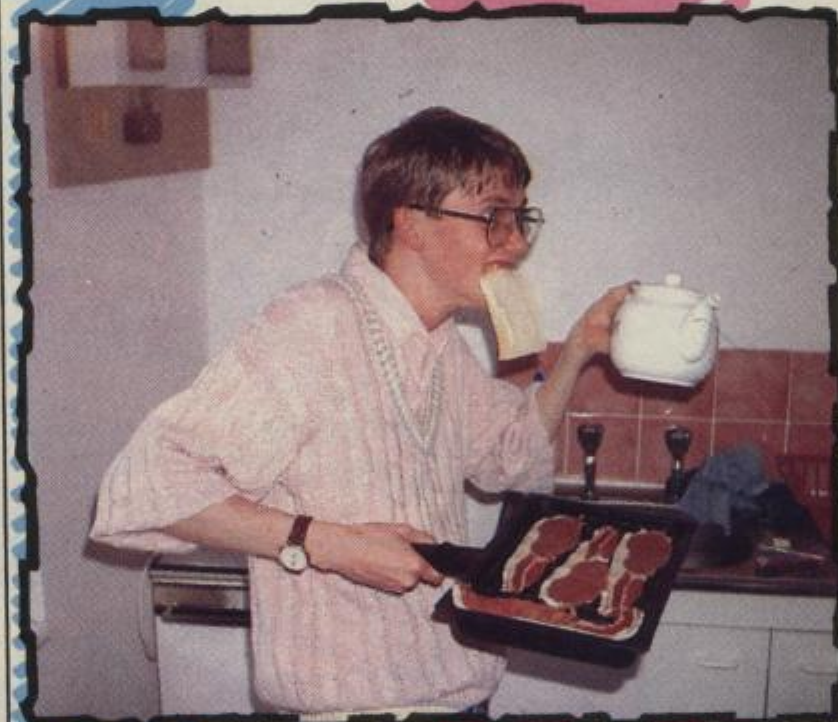
NATIONAL COMPUTER GAMES CHAMPIONSHIPS PROGRESS



The National Computer Games Championships sponsored by US Gold and the National Association of Boys' Clubs, are progressing apace, with the fifth and final regional qualifier being held in Leeds even as we write. The five winners from each regional heat go through to one of two semi-finals, one of which is held in London, the other in Manchester. From there, the finalists must practice their joystick skills for the deciding match which is to be held in September at no less a venue than the PC Show.

10 THINGS YOU DIDN'T KNOW ABOUT PAUL GLANCEY

Yes! We're talking everybody's favourite cuddly take-home Geordie. But did you know that he once walked on his hands from John o' Groats to Land's End balancing six crates of Newcastle Brown on his feet? No? Well, that's probably because it's not true. However, the 10 facts below are ALL genuine – so if you want to look inside this mysterious Northern lad and get to know him like his own mother, read on . . .



☆ **Paul was born in a canoe in Lake Michigan on 12 May, 1976.**

★ He works out every day to Jane Fonda, and is an avid follower of Sylvester Stallone. However, he's been seen hiring out the video of *The Sound of Music*, starring Julie Andrews!!

☆ **Not many people know that he is a closet hippy, and keeps his flares folded neatly away in a bottom drawer. His taste in psychedelic 'kipper' ties and wedges was discovered during a recent heavy drinking session.**

★ Paul has never been to America.

☆ **But his brother has.**

★ Approximately three years ago, he was the prototype design for the 'Mr Hardy Stay Firm' arousal device.

☆ **ZZAP!'s Mr Tips wears high heels to reach the top shelf in the local video shop.**

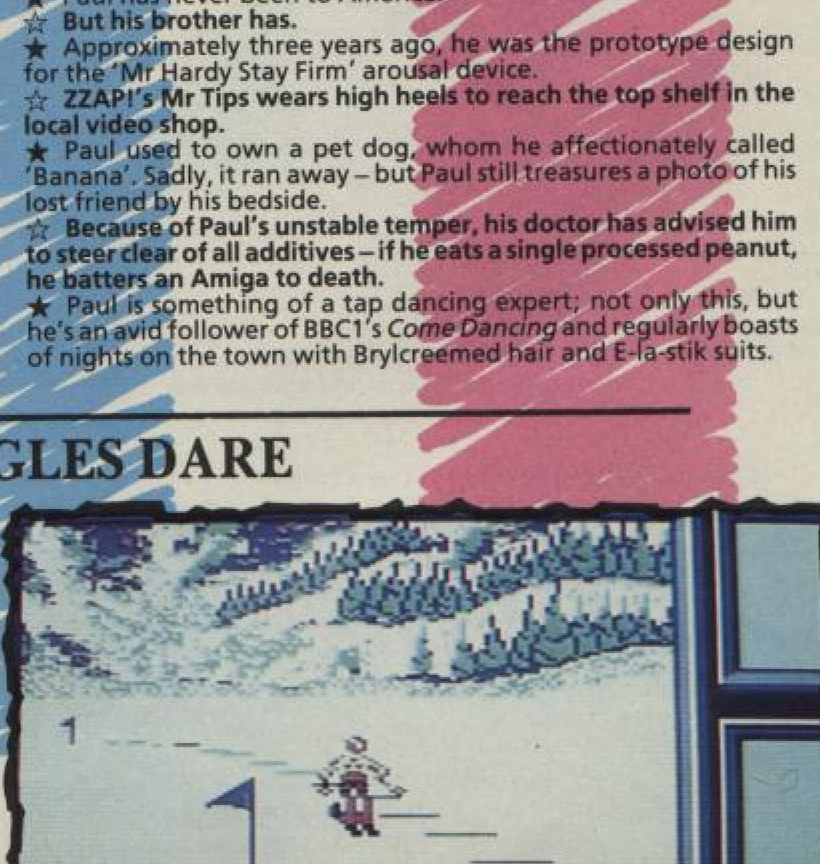
★ Paul used to own a pet dog, whom he affectionately called 'Banana'. Sadly, it ran away – but Paul still treasures a photo of his lost friend by his bedside.

☆ **Because of Paul's unstable temper, his doctor has advised him to steer clear of all additives – if he eats a single processed peanut, he batters an Amiga to death.**

★ Paul is something of a tap dancing expert; not only this, but he's an avid follower of BBC1's *Come Dancing* and regularly boasts of nights on the town with Brylcreemed hair and E-la-stik suits.

WHERE EAGLES DARE

Further proving that every loser wins, that man of the people, Eddie Edwards has been signed up by Gallic software house, Loriciels, to endorse their game of fun on the piste which is to be called (wait for it) *Eddie Edwards Super Ski*. The game comprises four events, the inevitable ski jump, the downhill race, the slalom and (for really tall thrill seekers), the Giant Slalom. All events are viewed in glorious 3D-o-Vision and the game offers facilities for training or competition play, and even allows up to six skiers to take part. Unfortunately, due to the limitations of the machine, the programmers were forced to compromise, and were unable to include options for making chat show appearances or cutting hit singles. Well? What do you want for £8.99 (£12.99 on disk)?



THE DOMI

...Fall for one of our games

Once you have experienced the superior graphics, superb
you'll be falling over yourself





BIONIC COMMANDO™

The only hope we have of regaining our home world lies in the hands of our elite force of Bionic Commandos. With their telescopic limbs, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralise their doomsday weapons.

CBM 64/128
Cassette **£9.99**
Disk **£11.99**
Spectrum
Cassette **£8.99**
Disk **£12.99**
Amstrad
Cassette **£9.99**
Disk **£14.99**
Atari ST £19.99
Amiga £24.99
IBM PC £19.99

SHACKLED™

Your friends are prisoners within the mysterious castle. Release the fetters that bind them and chain them to yourself; only then can you make your escape. Release as many as you can for their predicament is dire, though the more you have on your chain the slower your progress will be. Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action. Defeat your foes, rescue your friends, escape from every stage; only then is freedom yours!

CBM 64/128 & Amstrad
Cassette **£9.99** Disk **£14.99**
Spectrum 48K/128K+2 Cassette **£8.99**
Disk **£12.99**
Atari ST £19.99

ROAD BLASTERS™

Super charged destruction ... the ultimate race against death, Road Blasters delivers all the gripping action and high speed thrills of this arcade spectacular.

CBM 64/128 Cassette **£9.99** Disk **£14.99**
Amstrad Cassette **£9.99**, Disk **£14.99**
Spectrum Cassette **£8.99** Disk **£12.99**
Amiga £24.99 Atari ST £19.99

U.S. GOLD

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

NO EFFECT...
the rest will be irresistible

sound and unmatched playability of our games
in an effort to get the rest...



DREAM WARRIOR™

A Kaleidoscope of Psychological Warfare – The life forms of three prestigious government officials have been captured by the dreaded Dream Demon. He now has the vital information to formulate his evil plans. Overcome the two headed monster, the Demi Demons and the final confrontation with the Dream Demon himself and then only you, the DREAM WARRIOR, can save the world.

CBM 64/128
Cassette **£9.99**
Disk **£11.99**

Spectrum
Cassette **£8.99**
Disk **£12.99**

Amstrad
Cassette **£9.99**,
Disk **£14.99**

IBM PC £19.99

DESOLATOR™

Smashing its way towards you – out of the arcade into the computer, a fury of havoc and destruction straight from the Halls of Kairos.
Fight your way through to the castle owned by KAIROS – the Great Satan – and free the captive infants held behind mysterious mirrors. Smash the mirrors to break Kairos' evil spell and upon completing your quest, transform into the invincible Machoman and desolate all in your path.

CBM 64/128
Cassette **£9.99**
Disk **£14.99**

Spectrum
Cassette **£8.99**
Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Atari ST
£19.99

ROLLING THUNDER™

Rolling Thunder introduces intrigue and heroism in an intense action game. A secret society is plotting to conquer the world. The 'Rolling Thunder' undercover police organisation is assigned to expose this conspiracy. Top agent, code name 'Albatross' is sent to the enemy headquarters to complete the mission and free the allies held hostage. Have you got what it takes to be a ROLLING THUNDER undercover cop?

CBM 64/128
Cassette **£9.99**
Disk **£11.99**

Spectrum 48/128K
Cassette **£8.99**
Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Atari ST £19.99

Amiga £24.99

GAUNTLET II™

The mind blowing sequel to the No. 1 smash hit. Addictive, frantic and packed with so many new features it's a totally new game. Over 100 levels of pulsating action as you take on the powers of your favourite character even if they're already in play. Gauntlet II is not just a further episode in this enthralling crusade – it's a whole new experience in action packed adventure.

CBM 64/128
Cassette **£9.99**
Disk **£11.99**

Spectrum 48/128K
Cassette **£8.99**
Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Atari ST
£19.99

OUT RUN™

You're cool, the engine's hot, the girl's gorgeous, a tank full of gas and an open road ... the rest is up to you! The ultimate experience in motor sports simulation, the absolute challenge to nerves and reflexes. Experience the exhilaration and excitement of driving a high performance sports car in this teasing time trial where your co-ordination and nerve will be tested to unbelievable limits.

CBM 64/128
Cassette **£9.99**
Disk **£11.99**

Spectrum 48/128K
Cassette **£8.99**
Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Atari ST
£19.99

BAD CAT™

Its 1984 and Los Angeles prepares for the Olympic summer games. The dignitaries and celebrities prepare their speeches, ready for the huge crowds, who are expected to attend. But there are still the straying citydweller cats – despised by all, the infamous cats are well known, for they are planning their own competitive games. Will Bad Cat live up to his name?

CBM 64/128
Cassette **£9.99**
Disk **£11.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Atari ST
£19.99

Amiga
£24.99

720°™

Experience all the thrills and spills of real skateboarding in this unique challenge to become champion of the skating world. Starting out from 'Skate City' test your abilities amongst the numerous skateparks, improving your techniques both in freestyle and competitive action as you attempt to complete the ultimate manoeuvre – the 720 degree twist whilst soaring through the air.

CBM 64/128
Cassette **£9.99**
Disk **£14.99**

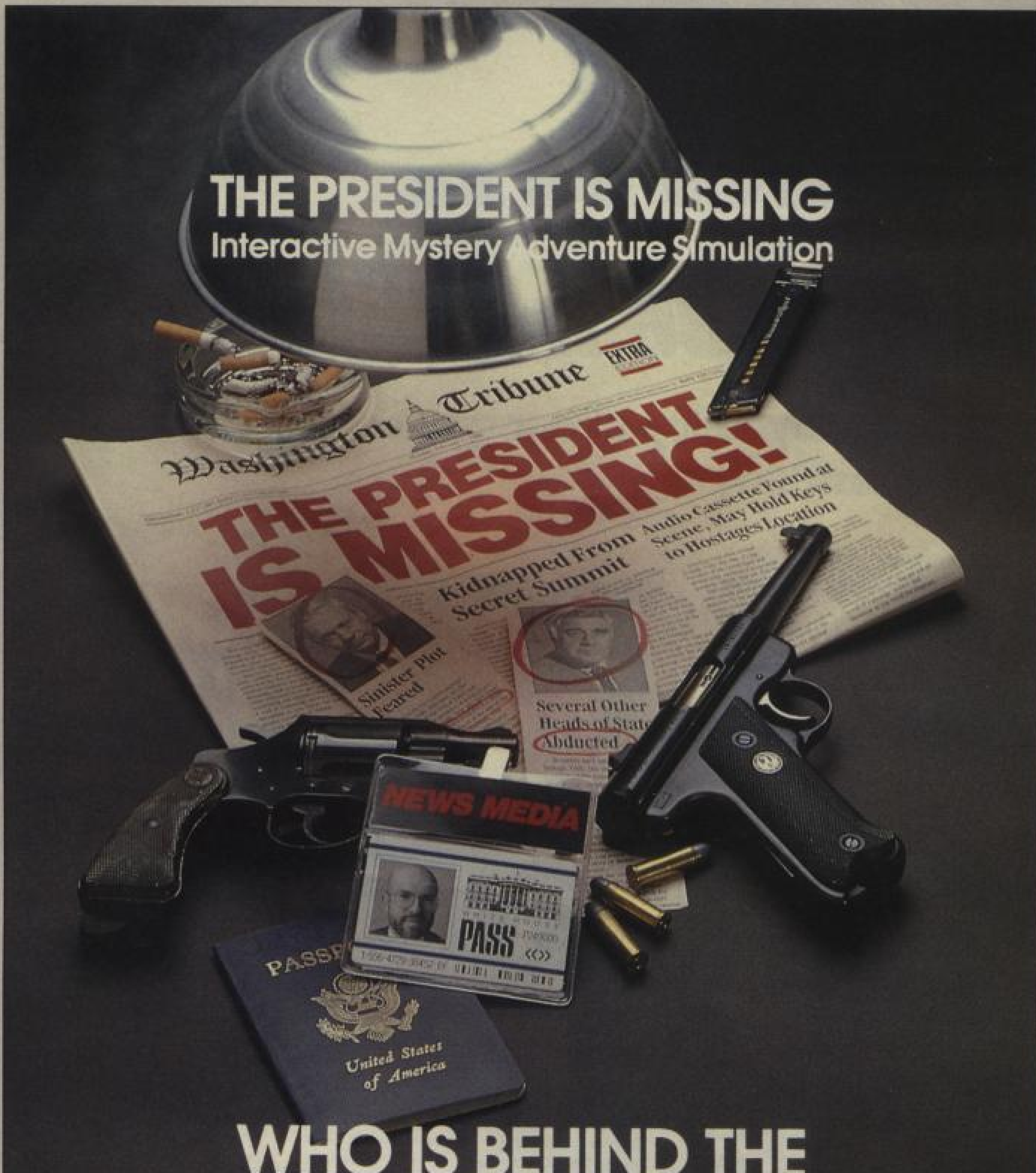
Spectrum 48/128K
Cassette **£8.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

OFFICIAL
Advanced Dungeons & Dragons®
COMPUTER PRODUCT
Coming Soon

THE PRESIDENT IS MISSING

Interactive Mystery Adventure Simulation



WHO IS BEHIND THE WORLD'S WORST HOSTAGE CRISIS?

The President of the U.S. and other members of a top-secret summit have been taken hostage. As the world watches and waits, your job is to secure the safety of the captives and resolve the crisis.

This exciting simulation is a challenging test of your skills. A cassette containing the terrorists demands and loaded with vital clues is your starting point. Utilizing the main computer of the CIA's Counter Terrorist branch you must correctly identify suspects, working under mounting pressure and tension.

Make the right decisions and the trail of espionage, secrecy and deception eventually takes you to the Middle East. Here, you discover that an even more sinister – but undeniably intriguing – plot lies behind the kidnapping.

Have you got ability to successfully investigate international terrorism? The President Is Missing – available for C64/128 computers, plus IBM PC's & compatibles.

Please send .... copy/ies of The President is Missing. Format .... Price £......................

(C64/128 £12.95 IBM PC/compatible £24.95.)

Name(block capitals) ....

Address ....

.... Post code ....

I enclose £................ including £1.00 P&P UK only. (Overseas £2.00)

Cheques payable to MicroProse Software Ltd. Or debit my Access/Visa card.

Expiry date ....

No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

For more information on the Cosmi range please tick box ☐

● ● ● ● ● ● ● *Tomorrow's Reality...Today*

COSMI

Cosmi, MicroProse Ltd., 2 Market Place, Tetbury, Glos GL8 8DA, UK. Tel: (0666) 54326 Tlx: 43422 MPS/UKG

TYPHOON

Imagine, £8.95 cassette, £12.95 disk, joystick only

You are a mature, skilled pilot, of several years combat experience and high repute: your piloting and navigation knowledge extends to many aircraft, from Sopwith Camels to Stealth bombers, airships to UH1-X helicopters. Your understanding of aeronautics and aerodynamics, both in theory and breathtaking practice, have put you in good stead as an ace combat pilot, defending your country's honour. OK, that's the hypnosis over with – on with the game.

Taking up the joystick to control the jet, you begin the game in a 3D section above cloud formations, descending vertically while aircraft approach from a carrier ship far below. A stab of the fire button launches light ammunition from the nose-cone of your jet and missiles from under the wings. Enemies need just a single hit from a missile to be destroyed, but one of your six lives can be lost equally as easily. Once the air defences have been overcome, your aircraft can dive onto the aircraft carrier, strafing it while dodging its surface to air missiles.

Once it is destroyed, you take control of a helicopter which is guided over a vertically scrolling landscape. This fires machine-guns and drops bombs (converging on a sight above the 'copter) simultaneously, and also carries one super-bomb, which destroys everything on the screen. The chopper can gain additional weapons by collecting icons: these give a scatter of bombs, fast Vulcan firepower, three-way fire, wide field fire, lasers and double stream bullets.

A powerful alien mothership at the end of the stage requires multiple hits to destroy, then it's back up into the wild blue yonder. From here, the remaining vertically scrolling levels are interspersed with 3D sections, the first of which has you flying through a canyon and destroying an elevated city. The last 3D sequence is the ultimate confrontation, taking place in space, where the alien mothership must finally be destroyed.



With 3D flying games, the effect is usually dependent on the view representing a craft flying towards a horizon, with the ground zooming underneath. The first level of Typhoon is different – it has you hurtling *downward*. With this conversion, however, you can hardly tell the difference until the boat attacking section appears and then everything is made clear. The perspective of the attacking planes and missiles is reasonable, but why draw them with a black outline? This only serves to make them look very flat. The second stage is more promising, being a Tiger-Heli variant, but this too fails to live up to its potential. The whole experience is marred by a severe multiload system that takes a good while to pull data from tape, thus ruining the flow of play. If you can put up with this, and you like the arcade version, then Typhoon may appeal to you, but with the promise of Afterburner on the Commodore by Christmas its appeal may be short lived.



▲ **Grasp the cyclic and collective and take off in the helicopter flying section**



This is a strange combination of Afterburner and 1942, taking the best elements of both. The helicopter section is very derivative; motherships and bolt-on weapons are hardly new, but they're implemented better here than in most vertical scrollers I could mention. That's only if you survive the tricky 3D jet sections, though! The approaching cloud formations are effective despite few frames of animation, and weaving around enemies and their missiles requires great concentration. All in all, it's one for fans of the arcade, or for any case-hardened gamesplayer.



Games of this type are notoriously difficult to produce and for this reason it seems to be a mistake to release a home version of Typhoon so quickly. Basically, the whole thing is there; the 3-D action with the jet, the scrolling shoot 'em up with the helicopter and the various end of level destruction scenes, but I can't help feeling that it's all a little half baked. The sound effects are spartan to say the least, but are rescued by a suitable military style soundtrack, and the graphics lack a certain crispness. The feel of the game is good but there is little to conjure up the feeling of 'being there'. The vertical scroller takes up most of the game and is fair shoot 'em up fodder, but there really should be more variety. The arcade game itself was a little obscure but gained a cult following and Ocean's conversion could follow the same path.

▼ **Blasting enemy fighters with air-to-air missiles in the initial 3D section of *Typhoon***



PRESENTATION 77%
Exceptional loading picture and reduced screen size, with useful continue option.

GRAPHICS 78%
Adequate definition and commendable 3D.

SOUND 73%
Feeble sound effects but lively title music.

HOOKABILITY 58%
High difficulty will put off the first time player, but much persistence is rewarded.

LASTABILITY 89%
Perseverance pays off and reveals enduring playability.

OVERALL 79%
One for *Typhoon* and experienced shoot 'em up fans.

ZZAP! TEST

SIZZLER

LAST NINJA 2

System 3, £12.99 cassette, £14.99 disk, joystick only

●The tough and mysterious one travels to New York in System 3's superb sequel

Legend tells of a great battle fought over a thousand years ago on the sacred island of Lin Fen, where the last surviving Ninja of a great clan defeated the evil Shogun, Kunitoki. Unknown to the rest of civilisation, Kunitoki's dark allies from the evil spirit world supplied him with a stolen orb, its good and powerful magic being turned towards evil uses, allowing him to slip through time, thus escaping death at the hands of the *Last Ninja*.

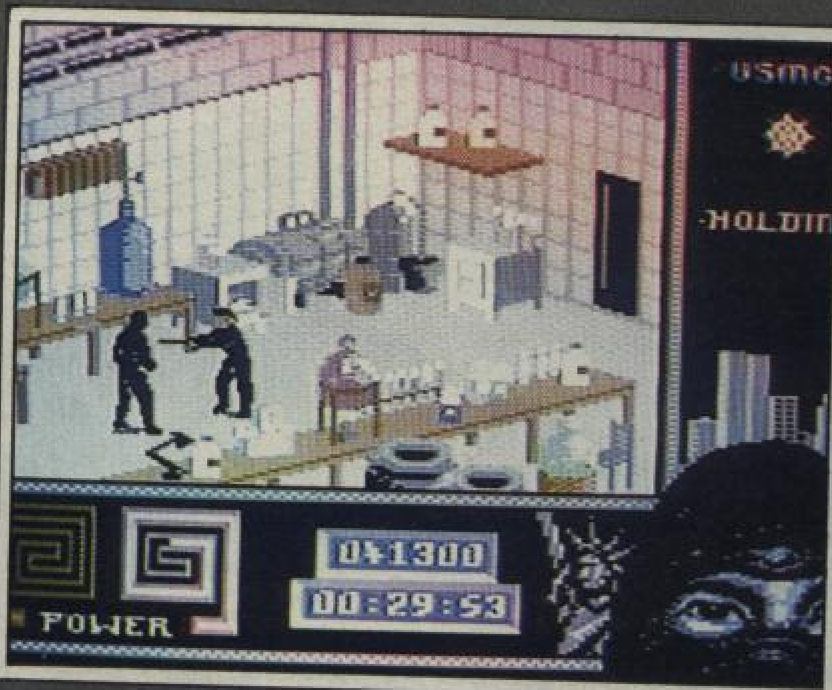
The orb took him to 20th-century New York, where he discovered that someone with his talents for evil could gain great prosperity, from extortion, prostitution, robbery and the sale of drugs on the streets. Using the orb's powerful influence, even New York's finest bowed to his will.

The ancient Ninja Gods, however, are aware of Kunitoki's nefarious doings, and send their trustee servant through time to deal with the evil Shogun once and for all.

The Gods drop the Ninja at one of New York's better known landmarks – Central Park bandstand – and from here his quest begins. The hero must activate a secret switch, and then climb down underneath the bandstand to explore the rest of the park, wherein he must deal with muggers, corrupt New York cops, knife-throwing jugglers, and other undesirable elements. The correct items required for further progress in the game must be taken through the correct exit for each stage



Ever since I saw the preview copy of Last Ninja 2 **I've been counting the days till I could play the finished product, and was I disappointed? Not one weeny bit! Not that I expected anything less from the programming talents of John Twiddy and the artistic skills of Hugh Riley, but** Last Ninja **was a pretty tough act to follow. The fiendish puzzles of the original game are still there, only this time cunningly incorporated into the New York scenery – take a deep breath when you start to play, because you're going to gasp in disbelief when you manage to find the devilishly clever hiding place of the nunchukka! The ninja's manoeuvres are slightly difficult to begin with, but once your joystick gets the knack, you'll be amazed at the versatility of the character. It may cost you a few coins more than normal, but** Last Ninja 2 **is the proof of the adage, 'You get what you pay for'.**



▲ Looks like those shuriken could come in handy!



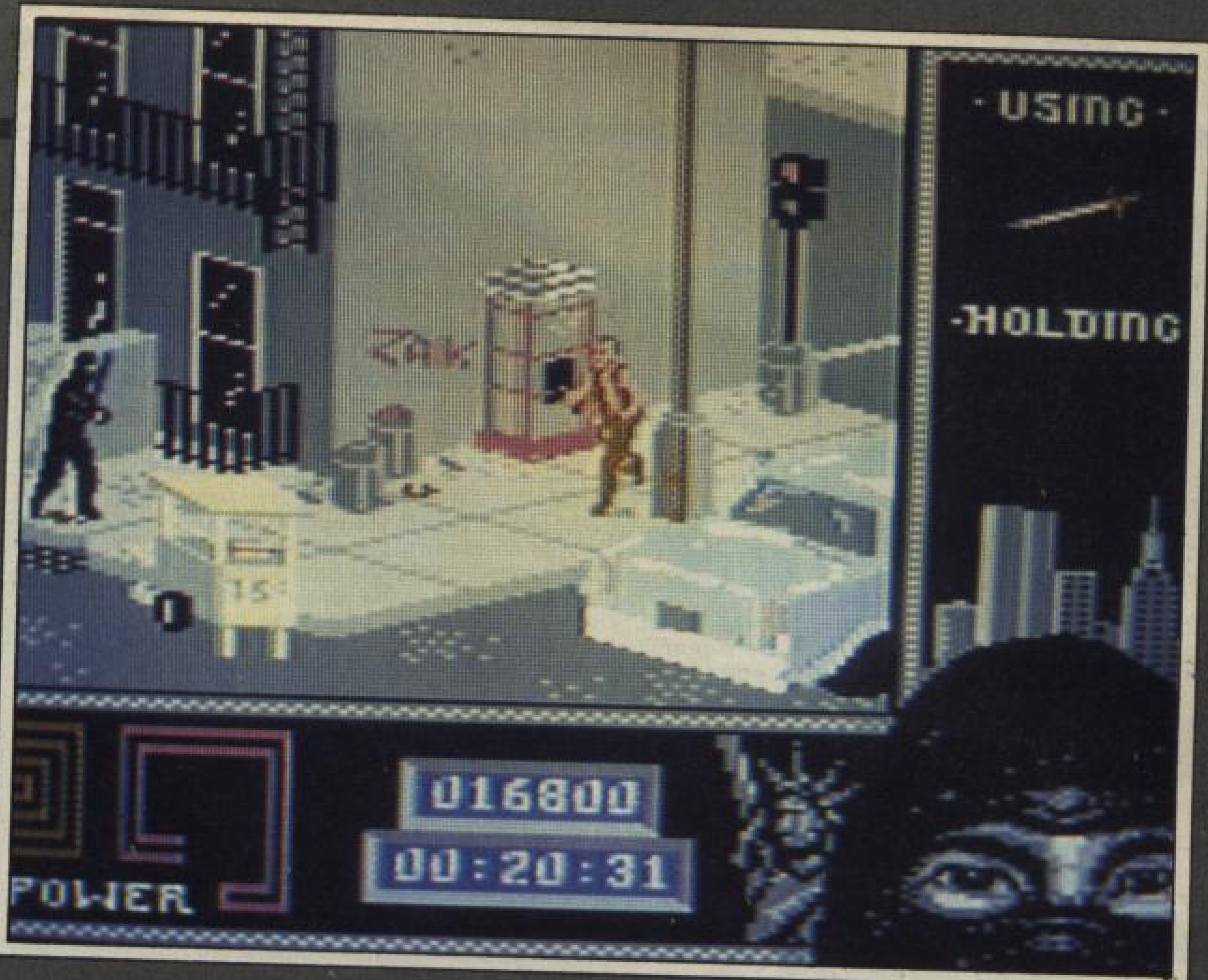
▼ The evil Shogun tries to escape to his island hideaway by helicopter but reckons without the super-agile Ninja



The last game with oriental overtones to make any impact was Bangkok Knights, **also by System 3, as was the previous blockbuster beat 'em up,** International Karate +, **and now we have the sequel to their most famous game,** The Last Ninja. **When it appeared over a year ago, it impressed all who played it, in one way or another, with unprecedented 3D backgrounds and superb main sprite animation. The second** Ninja **has even more impressive backdrops and improved animation on our ebony-garbed action man. The other combatants, human and otherwise, all exhibit an equally high standard of movement. The game itself is more than the sum of its parts, the stunning graphics merely being the icing on the cake. Each level has its own individual puzzles, objects and tactical requirements, so you always find something to maintain a high level of interest.** Last Ninja 2 **is the most involved of the martial arts genre so far; venture forth with dosh in hand and buy it** ***now!***



I only played The Last Ninja **a few times, and found it technically impressive but not particularly playable, and didn't hold it in the high regard which many others did. Luckily, with its sequel,** Last Ninja 2 **(perhaps the original should have been called** The Penultimate Ninja!**), all aspects of the game have been improved, and indeed embellished, to create a game which is both faultless in appearance *and* playability. The numerous locations which you visit are even better drawn than the original's, with much more colour – Hugh Riley has excelled himself – and the sprites are more plentiful and better animated. Across loads, the scope of these graphics is huge, and puts the heroic ninja in many situations, from leaping to catch a helicopter which then whisks him away to the shogun's island, to battling a Samurai secretary on the narrow ledge of a skyscraper.** Last Ninja 2 **is a brilliant combination of martial arts combat and arcade adventure puzzles, and as such, is unmissable by fans of either genre.**



▲ The streets of New York are populated by thugs and bent cops, but at least the traffic lights still work

before gaining access to the rest of the city.

The second level sees the Ninja hunting the streets of New York, dodging more violent police patrols who are not averse to attempting to dispatch the odd Martial Artist or two with their firearms, as well as thug bikers trying to splat you with their machines (remember to use the Green Cross Code!).

Your energy, in all levels, is shown as a reducing spiral near the bottom of the screen, as the right hand display of a pair. The other energy bar is that of your current enemy, and, like yours, is gradually depleted as blows are received. However drained energy can be replenished by chomping the odd Big Mac or two!

Level three sees the bowels of the city with rats taking part in the overall antisocial behaviour, which allows access into level four, the basement of the villain's drug factory.

This leads up to the offices, where the gang leaders are aware of your presence and therefore decide to do a bunk, whilst leaving their black-clad secretaries, all skilled in the martial arts, to deal with you. You must catch the helicopter in which they plan to make their escape to get to the secret island base of Kunitoki.

The Shogun himself hides in a secret temple inside an old Gothic mansion, crammed with baddies. The final battle takes place in the temple itself, on the seventh level, where the Ninja must defeat Kunitoki and retrieve the magical orb, returning it to its faithful keepers.

Score is gained by solving puzzles, splatting enemies with whatever weapons at your disposal (such as shuriken, nunchukkas, sword and pole), with bonuses awarded to skilful Ninjas for completing levels quickly.

▼ The Ninja legs it along a catwalk in the basement of the Shogun's office building which houses his drug manufacturing outfit



PRESENTATION 93%
Luxurious packaging (including 30-page booklet, Ninja mask and a soft rubber shuriken), well laid out status area, but slightly obtrusive loading.

GRAPHICS 97%
Rapidly drawn superlative backgrounds and finely drawn and animated sprites.

SOUND 92%
No sound effects, but 12 quality varied tunes.

HOOKABILITY 95%
The careful balance of martial arts combat and puzzle solving is a joyful ease to play.

LASTABILITY 93%
It will be a long time before the Shogun is destroyed and the Orb retrieved, and it's absorbing all the way.

OVERALL 94%
A more-than-worthy sequel to the oriental arcade adventure classic.

FOOTBALL MANAGER 2

Addictive, £9.99 cassette, £14.99 disk, joystick or keys

'Well, Saint, I always say that no-one can catch Liverpool at this stage in the season.'

'That's excepting their crushing 6-0 defeat by Port Vale this week, eh, Greavsie?'

'Well, I always say Liverpool are in a dangerous position at this point in the season . . . It's a funny old game.'

'Haha! You kill me Greavsie!'

Such is the typical discourse of sports presenters waxing lyrical on the current state of football; but how must Kenny Dalglish himself be feeling about the 'crushing 6-0 defeat'? Now is your chance to find out, as you place yourself in his shoes in the second *Football Manager* game. You take control of a league club, struggling to make their way to the top where fame and money await them. Hurrah!

The game commences with the selection of the team you wish to manage, selected by replying 'yes' when the required team name appears, followed by the option of having a sponsor. If the sponsorship offered is not to your liking then you can take your chances and hope for a better deal. This depends on the 'Managerial Rating', which is the main representation of your performance as a manager. You then select your team for the first game of the season by choosing from a series of players in the 'reserves' and placing them in their relevant playing positions. When all selections have been made the game is played out and the 'highlights' shown. The scores are correlated to give an overall view of your team's position in the league.

After the game, further options are presented, including buying and selling players and passing training, along with information on league positions and injured players, who are forced to sit out of the next game. If there are less than 13 players available then the match must be forfeited.

Your team must also play in a number of cup matches, which are played through six rounds followed by the semi-final and (hopefully) final.



Football Manager **games seem to appeal to a certain type of player, due to the usually long delays whilst data is shuffled and recalculated, the lengthy menus and the slightly confusing interaction.** Football Manager 2 **has simplified the idea a great deal since the early games of the genre and for this reason could well prove more popular to a wider audience. The menus are simple to operate and are laid out with adequate clarity; however the whole thing still seems to progress at a rather sluggish pace, making each game very long, and somewhat tedious. If this kind of game appeals to you then give it a try, as it's a good example of the** Manager **type; but it's still too strangled to appeal to my taste.**



Football Manager 2 **suffers from a problem similar to many other games of the type: it takes *so* long to get anywhere. Things look ominous right from the start, when the team you wish to control is selected from a seemingly endless list presented team by team until your choice appears – not the most convenient selection system in the world! In a way this is a shame, because the game itself does have a lot of depth and realism. However this seems to have been implemented at the expense of playability, and boredom sets in after the first half hour. I don't see why you should be held up by having to plough through screens of text to get to the option you want. This is one for** Manager **fans to appreciate and conventional gamers to ponder over.**



There are a number of soccer games planned for release across the various computer formats, which generally give the player real time control of the footballers. Football Manager 2 **is for people who want to be the boss and make big decisions whilst the computer-controlled teams do all the running around. The menu system is easy to use and well presented, leaving you to worry just about your managerial choices. The action scenes depicting the matches are terrible – a square ball and pink shadows! – but for some reason the tribulations of your poorly animated team are enthralling. The viability of purchase really depends on whether you are a strictly fast-action person, as this isn't a joystick-wagglers' game. However, it's one for all types of strategists – potential, experienced, or otherwise.**

▼ **And let's have an action replay of that goal . . .**



▼ **The edited highlights of the day's play – all end to end stuff.**



PRESENTATION 80%
Well planned but somewhat monotonous menu system.

GRAPHICS 41%
Garish football players only just portraying the action adequately.

SOUND 16%
Poor crowd and kicking sounds.

HOOKABILITY 65%
Requires some initial thought to make playing worthwhile.

LASTABILITY 77%
Those willing to persevere will find enough variation to keep their interest.

OVERALL 71%
Fans of the original will enjoy this, but it may not enamour many to the genre.



YOUR SEARCH FOR THE ULTIMATE

A bead of sweat gently strokes your brow. Fingers tortured with anticipation. Eyes riveted to the screen. Nothing can stop you now. The record score is one carefully aimed F16 missile away. Ready. Aim. Fire!

Oh no! ...... missed.

If you live and breathe Personal Computers there's one event that shouldn't be missed. Personal Computer World has always been the target for people wanting to see the very best in leisure computing. But this year we've set our sights on making it even bigger and even better.

To reflect this new direction, we've also retitled the event 'The Personal Computer Show' and moved it to Earls Court, London's premier exhibition centre.

Inside the specially allocated Leisure Hall will be assembled all the leading companies from the U.K. and overseas. Showcasing the most dynamic and exciting games software on the market.

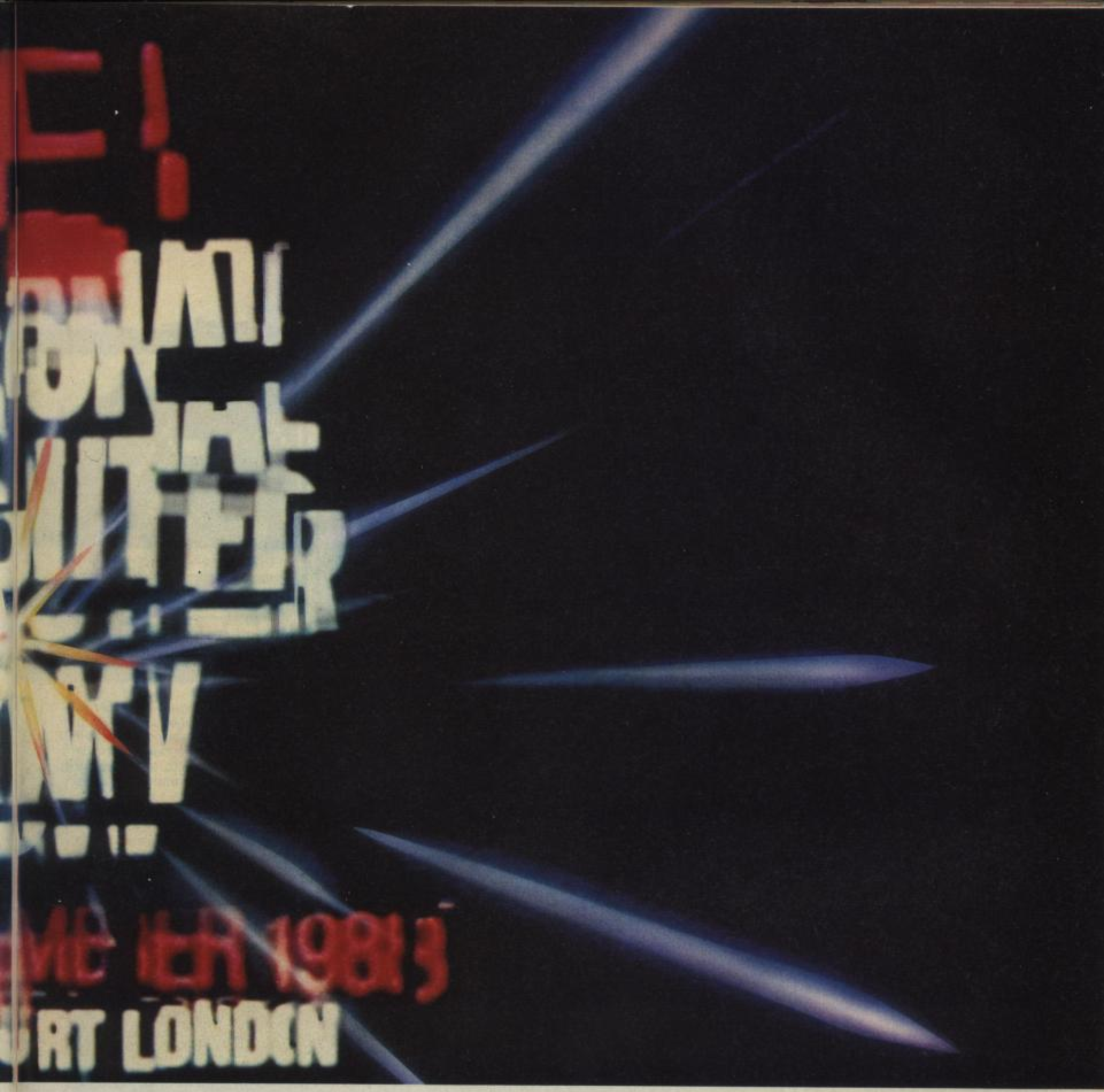
There's simply no better way of getting your hands on the very latest technology. Feel free to try the games yourself or to see how the experts perform live on the gigantic Pepsi video wall at the National Computer Games Championship.

There will also be daily Personal Computer Conferences covering topics from small business to music, to help you get more from your computer. To obtain more information about the conferences please call 01-948 5166.

So if you think you've given the current batch

TAKE THE PEPSI CHALLENGE WITH PEPSI **AND**

The Personal Computer Show is presented by Personal Computer World a V.N.U.



ZZAP! TEST

ROAD BLASTERS

US Gold, £9.99 cassette, £14.99 disk, joystick only

In the distant future, where the highways are hostile places, lined with gun turrets and traversed by battle cars, you are put behind the wheel of a high performance armoured vehicle. Impressive technical bit: it's a GWB 68 Turbo (2 door), with a 5942 cc engine, top speed of 222 mph, customised Road Blaster tyres, and a cost of a mere £243,000. So pull on your driving gloves and polish up your helmet visor – the race checkpoints of many countries lie ahead.

At the start of the game, you select the difficulty level; Rookie (Bubble City), Veteran (Forest Sector), or Expert (Desert Region). These respectively start the game at levels one, four and seven. Further levels are multiloaded in groups of ten.

The standard race game view from above and behind the car is displayed, with the track stretching over the distant horizon, incorporating twists 'n' turns and roadside obstacles (some of which can be really nasty.) A chequered finishing line at the end of each level has to be reached before running out of fuel, and collision with objects wastes this precious commodity.

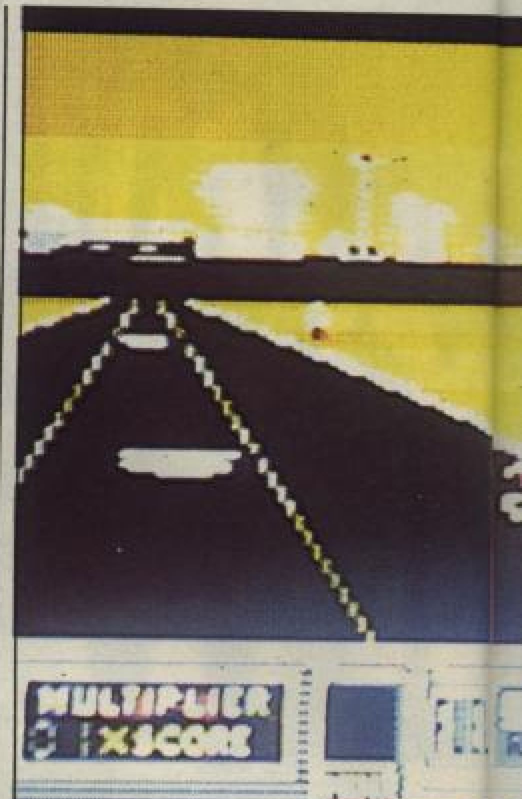
The driving itself is only part of the action. Streamlined stinger cars, similar to your own vehicle, also speed down the highway, along with armoured command cars, fast agile cycles, and unpredictable rat jeeps. Collision with these should be avoided at all costs, and the best way to avoid them is to turn them into piles of molten Kevlar with a couple of well-placed shots from your roof-mounted cannon. Indestructible, hazards appear as play progresses. Cars drop spiked balls onto a track already littered with explosive mines and puddles of corrosive liquid, while the trackside is lined with hostile gun emplacements which fire across the road.



When being critical of 3D racing games, there comes a reply crammed with excuses like 'the 64 can't cope with the graphics well enough'. This has been proved otherwise on many occasions, in games such as Pitstop II, Super Cycle, Buggy Boy **and, to a certain extent,** Revs. **The arcade original** Road blasters **was noted for its fluid control, smooth playability and continuous blasting action; the conversion captures virtually none of the atmosphere of the coin-op original, being jerky, slow and difficult to handle. The presentation has the same features (three skill levels, score table, etc.) but none of the 'feel' – I can think of several racing games I'd rather play. Only check it out if you've *got* to have a version of** Road Blasters **in any form.**



Apart from Buggy Boy, **quality racing games have been lacking on the 64 these past two years, so** Road Blasters **is a welcome release in that respect. As it also has shoot 'em up facets and is a conversion of a hot coin-op, my expectations were quite high. Unfortunately, the expectations don't match up to the finished product, since the conversion is a pretty pale imitation of the original, though it's far from a total disaster. Whilst track animation is passable, cars and gas capsules approach jerkily, as do roadside objects, which seem to pass backwards along the landscape! The sound is passable, although there isn't the depth and power of the arcade . . . It's a reasonable racing game with shoot 'em up overtones, but it's not going to overly excite anyone, least of all lovers of the coin-op.**



At regular intervals in the game, a jet passes overhead and drops a more powerful weapon which, if caught, can be mounted on the roof of your car to augment the standard laser armament. Extras available include unstoppable cruise missiles, rapid-fire UZ cannons, a nitro-injector for extra speed (increases maximum to 298 mph), and electronic shields to protect you from gun fire, vehicle collisions, mines, and spikers. All of these can only be used for a



Coin-op conversions are generally a little disappointing, with a rare few of real quality. Road Blasters **lies somewhere in the middle ground: whilst it doesn't greatly resemble the real thing, it's a viable alternative for race and shoot 'em up fans. Perspective and screen update are both iffy, and the cars, mines, and fuel globes approach at erratic intervals. Your vehicle is the most pleasing thing in the game as you weave your way down the track, though its tyres lack brilliant animation, and the car just bobs up, down and sideways to simulate movement. The add-on weapons are easy to access, and the nitro injector is very nice to use; it's quite exhilarating to burn down the track at 298 mph, barely in control of your mighty battle car! As a conversion of the coin-op, this isn't brilliant, but as an interpretation of the game's theme,** Road Blasters **does well.**

▼ **A hazardous road stretches into the mountains**





▲ **Vroom! Chunky graphics and ropey 3D make this a pale shadow of the arcade original**

limited time.

Your vehicle has a thirsty engine, but luckily additional fuel is available in the form of collectable fuel-bearing red and green globes which lie on some sections of track, and extra fuel is also awarded when the car crosses a bonus line. It is essential to pick up as much fuel as possible at every opportunity, as when both the main and reserve tanks run dry, the wheels on your Roadblaster car grind to a halt and the game ends.

PRESENTATION 67%
Handy difficulty level selection, decent multiload and easily accessible add-on weapons; the overall look is poor, however.

GRAPHICS 57%
Slow screen update with odd 3D perspective effect. Sprite quality ranges from very good (on the player's car) to barely recognisable (the enemy cars).

SOUND 47%
Adequate effects but annoying title tune.

HOOKABILITY 73%
The racing and shooting combination is easy to get into.

LASTABILITY 65%
50 tracks to drive through but interest may wane.

OVERALL 59%
Most of the gameplay is there, but it lacks sparkle or presentation. In all, it's a mediocre conversion which manages to be playable despite its poor looks.

BLOOD BROTHERS

Gremlin Graphics, £9.99 cassette, £14.99 disk, joystick with keys

After conducting test-flights of their new Skywalk jet bikes, the two brothers, Hark and Kren, return home to discover their village burnt to the ground and their family murdered. It transpires that this foul deed was performed by the Scorpions, a group of space pirates who occupy their time by stealing the wealth of the solar system, then use the booty to fund the construction of an underground city of mines and tunnels on their home planet of Scorpia.

In their mourning, the two brothers mixed their blood and have taken a solemn oath to seek out the Scorpions and avenge their peoples' death, as blood brothers. Their scientific prowess was used intensively to perfect their Skywalk Jet Bikes, thrust packs, and hand weapons, and only now have they begun their search . . .

You control both Hark and Kren, using a combination of joystick and keyboard, and begin at the entrance of one of Scorpia's mine shafts. One of the brothers is selected for the platform section (beginning in the mine) while the other mounts his Jet Bike. When they are selected, each brother is allocated a different control method, one being under keyboard control and the other's movements being influenced by the joystick. A keyboard control allows the player to swap between Hark and Kren.

In the Jet Bike section one of the brothers manoeuvres his vehicle around rectangular buildings, while a limited amount of fuel drains away. The Skywalk Jet Bikes are fitted with laser cannons which can destroy lightly shaded blocks if they cannot be avoided in time. Darker blocks, on the other hand, indicate mine entrances, so they should be flown into.

Meanwhile, back in the mine, the other brother has to negotiate catacombs of catwalks using his jet-pack which has a set amount of thrust power. The mine is stiff with all sorts of hostile Scorpion peons (what?) which deplete the brother's energy level should he bump into them. Like his sibling he is equipped with a laser gun to despatch the enemy, but attention must be paid to the laser power remaining. Weapons, fuel, and the stolen gems should be collected, and should Hark and Kren meet up, all their energies are shared on contact, symbolising their blood brotherhood. Ahhh . . . 'Snice, innit?



After the favourable reviews the Spectrum version of Blood Brothers **earned, I was expecting something a little more from the rather more advanced facilities available to the programmer of a Commodore version. The game design seems very interesting but the implementation of the 3D Jet Bike sequence and the mine exploration leaves something to be desired. Joystick and keyboard response in both is terribly sluggish, which results in crash after crash in the former section where the programmer has attempted to include inertial control, and almost total lack of sensible control in the latter. The mine sequence is also marred by the anomalous recoil from the laser gun which is so strong it knocks the player almost a third of a screen backwards! The graphics and sound aren't too bad, but my ministrations were met with too sluggardly a regard to keep me playing.**



The scenario behind Blood Brothers **is a little more original than the average science fiction program, as is the gameplay, but I can't help thinking Gremlin missed out on what could have been a very playable game. If more thought had gone into the graphics and control response, a mildly addictive product would be on offer, but** Blood Brothers **is visually unattractive with gameplay to match. Inertia is poorly implemented in the Jet Bike section, and control of the jet pack is tricky, particularly with the gun recoil. Sorry, Gremlin, you missed the boat.**

PRESENTATION 49%
Comprehensive controls, but response via both keyboard and joystick is uncompromisingly slow.

GRAPHICS 47%
Characterless sprites and slow and unconvincing 3D.

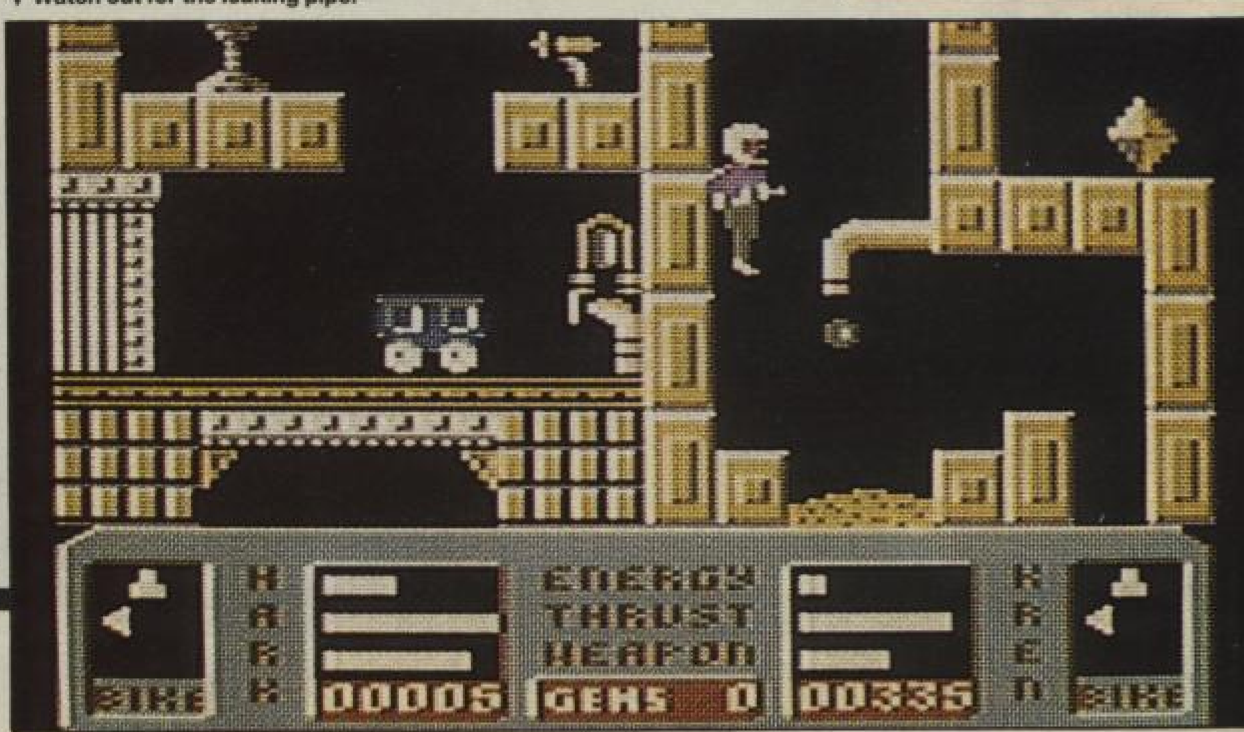
SOUND 40%
Vague attempt at atmospheric title music and outdated effects.

HOOKABILITY 51%
Interesting dual play made tedious by graphics and control method.

LASTABILITY 40%
If you can fight through the difficult player/computer interface, there are many rooms to explore.

OVERALL 39%
A nice idea let down by poor implementation.

▼ **Watch out for the leaking pipe!**



ZZAP! TEST

SIZZLER

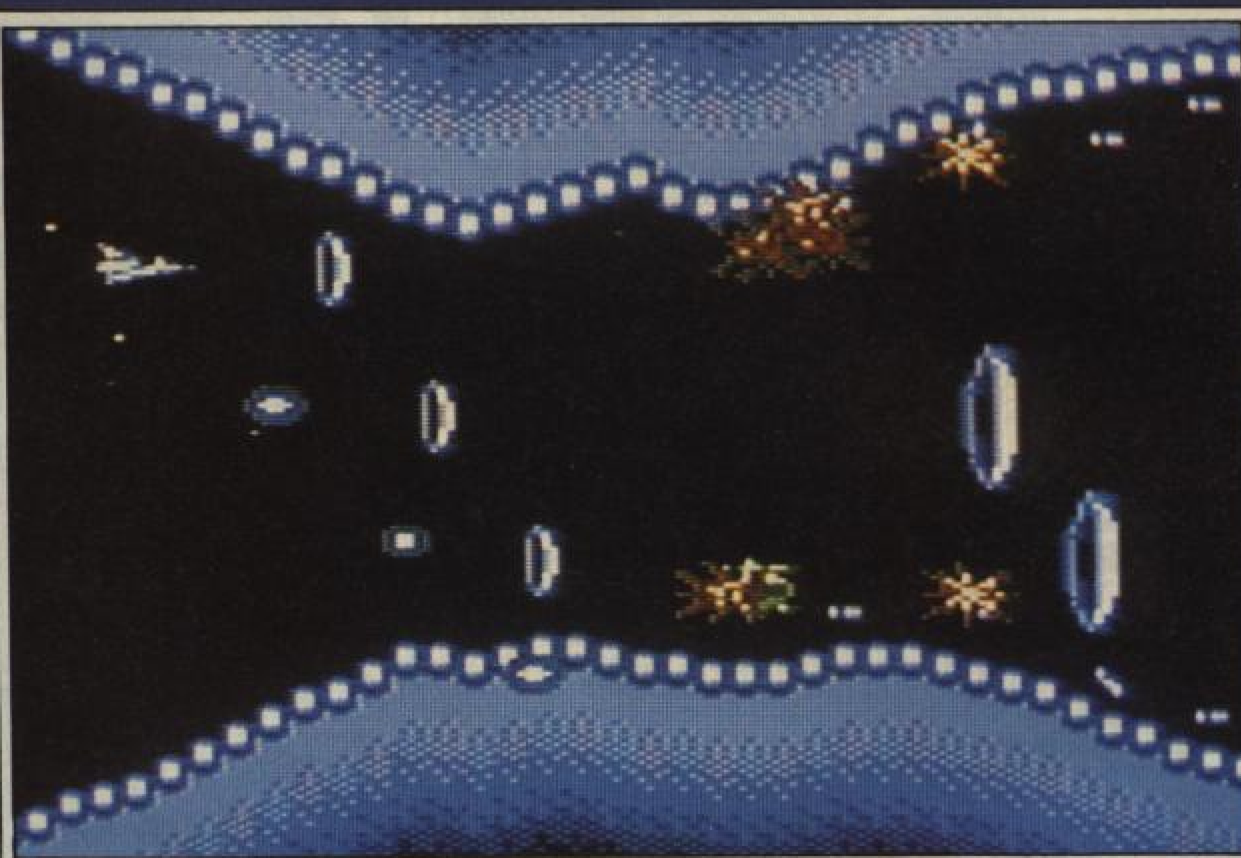
SALAMANDER

Imagine, £8.95 cass, £12.95 disk, joystick only

●Incredibly accurate conversion of the colourful and frenetic follow up to *Nemesis*.

In the far off reaches of the Universe lies a collection of stars forming the Tesla Galaxy. Within this galaxy exists the Latis system, comprising five planets: Eioneus, Lavinia, Kierke, Odysseus and Latis itself. The 100 million year old civilisation has, over the centuries, become highly advanced and prosperous, blessed with an awesome psycho-power known as the 'crush blow power'. This gift ena-





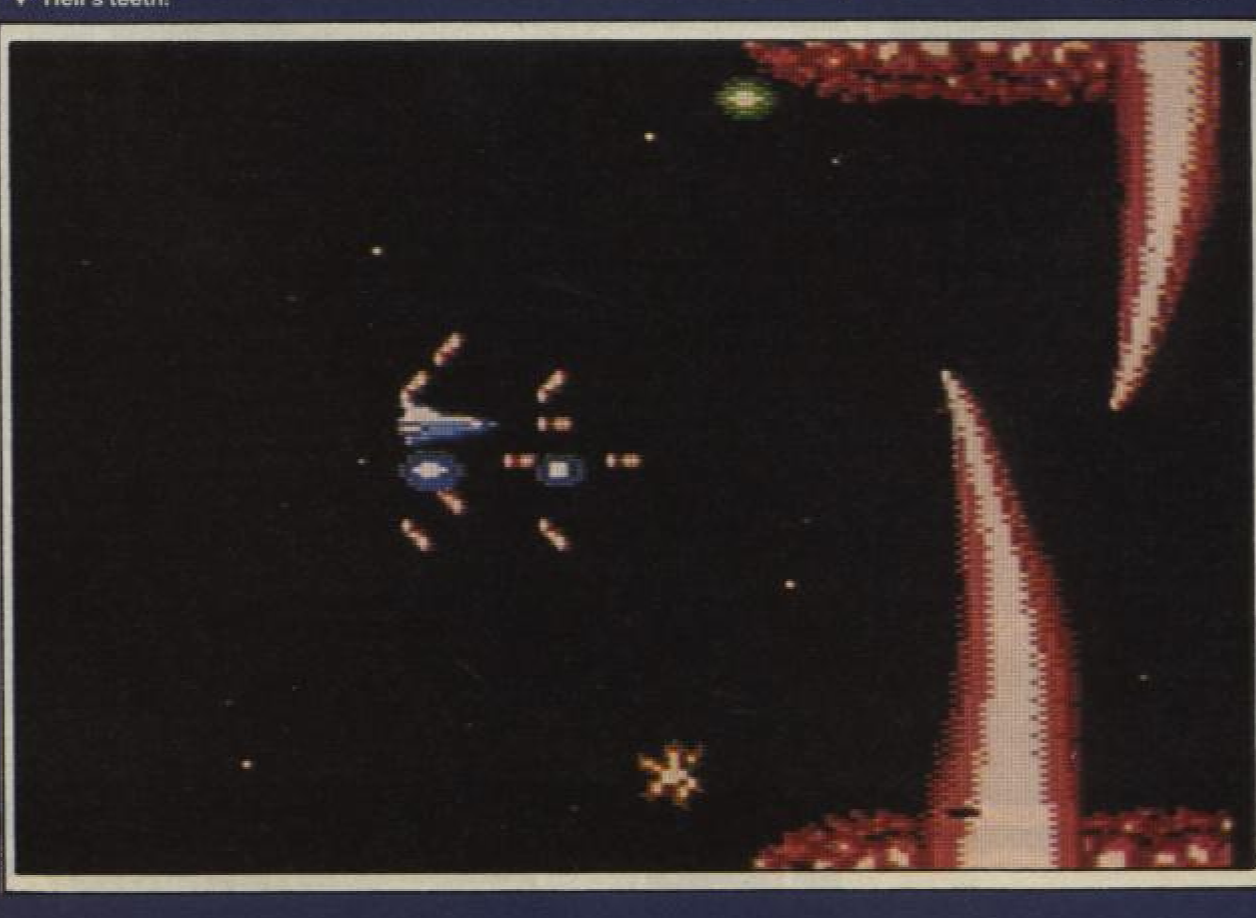
▲ With two multiples, ripple lasers and ground-hugging missiles, Cam seems pretty well-equipped to wreak havoc on the servants of the Salamander

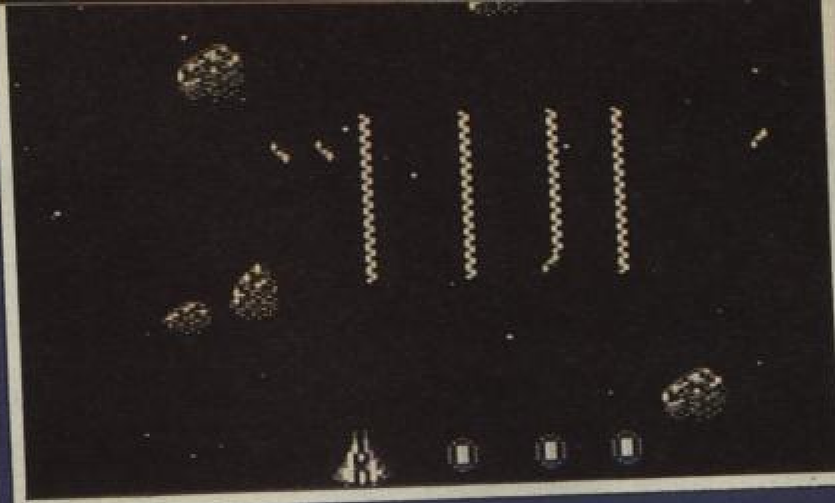
bled them to look into the future, but what they saw was enough to strike terror into the hearts of every inhabitant of the Latis system – total annihilation! This revelation was inscribed onto metal and stone tablets, known as 'The Prediction', but they were lost over the years between the five planets.

Now the time has come for the fulfilling of the prophecy, and civilisation holds its breath. True to the prediction, from a distant galaxy an evil force emerges, envious of the Utopian lifestyle of Latis' inhabitants, intent on their destruction. The forces of the *Salamander* are on their way . . .

I always considered Delta **to be the ultimate** Nemesis **style game on the 64, but now comes** Salamander**, the official Konami conversion, and it's astoundingly close to the coin-op version. I can barely believe that such an accurate conversion can be made! Even the title screen is arcade-like, complete with Japanese writing. The amount of work lavished on the graphics is obvious, but speed and gameplay has not given way to pretty colours and definition. The number of sprites on screen at once is very impressive and the pace is extremely frenetic at all times, with bombs and bullets flying in all directions. The weapons pick-up system is very well presented – each feature having its own token – so there is no confusion about what you are going to get bolted onto your ship. The sense of power gained with three multiples and a ripple laser is phenomenal: you end up daring the aliens to try to attack! Putting it simply, if you take** Nemesis **and** Delta**, combine them and remove their deficiencies, what you're left with is** Salamander**!**

▼ Hell's teeth!





▲ In level two the now vertically-scrolling play passes through a meteor shower

I was pleased with Konami's conversion of the all-time classic Nemesis, **which appeared in May '87, but that pales into insignificance when compared with its sequel. From the first few seconds' play, it's clear that** Salamander **by far surpasses its predecessor, and is an extremely accurate version of the coin-op. The graphic definition is as close to the arcades as you could get on a 64, and is matched by slick sprite movement across detailed, smooth-scrolling backgrounds. There's no diving for the shift key to activate weapons, as was the case with** Nemesis, **and the control system as a whole is very responsive. It needs to be! To call this game hectic is an understatement; the first level is remarkably relaxing once you've played the organised chaos of the later ones. The mayhem is only marginally easier to handle with a full complement of weapons (which gives an awesome visual effect), the screen filled with various types of missiles.** Salamander **is easily the best progressive shoot 'em up I've ever played – this conversion is a must for your games collection!**



At the request of Space Archaeologist Van landroth Frehley, Emperor Lars XVIII has sent a fighter ship to infiltrate the approaching Salamander defences. You take the part of the pilot of this vessel, flying into extreme danger in an attempt to save your people. No-one knows if the Latis system can be saved – since the only way to be sure was in the lost 'Prediction' – so it is all in your hands.

The action begins in space, with your craft flying horizontally into a series of caves inside an asteroid, where alien forces lurk. The first enemies encountered fly past in formation, and destroying a complete set of these reveals a 'pick-up', which could be an improvement to your ship or additional fire power. Ship refinement consists of speed-ups and shields and extra weaponry includes missiles, multiples, beam lasers and the powerfully impressive 'ripple guns' which send a devastating circular beam crashing through the aliens. Use of these various add-ons is essential to progress through the levels.

After such atrocities as extending claws and regenerating rocks have been overcome, a giant, murderous brain must be destroyed at the end of level one's cave system. This leads on to level two, which consists of a vertically scrolling space scene with a myriad of meteorites to dodge and a humungous spinning-armed nuclear spider to defeat. Other stages comprise flying sheets of metal and underground volcanos, with flames leaping from fire pits, before the ultimate battle with the leader of the Salamander forces itself.



▲ Seas of volcanic fire and leaping prominences provide the hazards in level three

After so many 'progressive weapon' games being released, you would think that the genre would be wearing rather thin. Not so! Instead, Salamander **brings new and vibrant (fnarr, fnarr!!) life to the humble scrolling shoot 'em up. Bob Stevenson continues to impress with wonderful representations of the coin-op graphics,** Io **being a promise of what was to come. Outlandish creatures and diverse spacecraft swarm through the many varied landscapes, tracing complex patterns as they go, all beautifully detailed and carefully shaded. Despatching the Phoenix birds on the third level is almost a crime, they're that well defined! Visual finesse is not reserved for the bad guys though, especially when combined with your faithful trio of multiples and ripple lasers! Sound is nothing special, but unnoticeable amongst the involved combat, and as such is not detrimental. Most superlatives have no doubt been used many times to describe gameplay and graphics of shoot 'em ups of the past, but** Salamander **sets a new standard which others must follow. It has gorgeous graphics, is astoundingly addictive, and is destined to become another classic 64 shoot 'em up.**



PRESENTATION 86%
Excellent control and 'progressive' weaponry but sluggish multiload.

GRAPHICS 95%
Brilliant Bob Stevenson graphics are *very* close to the arcade original.

SOUND 84%
Powerful spot effects and adequate music.

HOOKABILITY 96%
Stunningly gripping from the first shot.

LASTABILITY 92%
Plenty of variety and enough difficulty to maintain a lasting interest.

OVERALL 94%
The best progressive shoot 'em up to date.

THE EMPIRE STRIKES BACK

Domark, £9.99 cassette, £14.99 disk, joystick with keys

The *Empire Strikes Back* coin-op, though not as popular as its predecessor, was a success in the arcades, and now reaches your home. This time, you take on the role of Han Solo escaping the Empire's forces in addition to the main heroic actions of the young Jedi apprentice, Luke Skywalker.

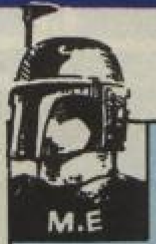
Luke hurtles into battle first, racing his snowspeeder over the surface of the icy plains of Hoth. Imperial probots have been sent all over the galaxy by the Empire to find the Rebels' secret base, and many have reached the snow world. They have been programmed to send transmissions revealing the base's position into space so that the Empire's ground forces can be despatched.

Armed only with his snowspeeder's laserfire, Luke must attempt to halt the probots as they advance through the 3D vector graphics environment. The huge probots retaliate with sunburst lasers but only their heads are vulnerable to attack. Unless intercepted or avoided, enemy fire depletes shields. Once all five shields have disintegrated, your snowspeeder is destroyed. As the battle rages, the probots attempt to send visible communication waves skyward. As these hold the Rebel base's location data, they should be shot.

Despite Luke's valiant efforts, the vital information filters through to the enemy. In the second stage of this epic adventure, Luke has to stop the awesome Empire vehicles from reaching the Rebel power generators, the destruction of which would leave the hideout defenceless. Huge All-Terrain Armoured-Transport walkers lumber slowly forwards on four legs, but are impervious to laser power. Instead, tow cables must be fired at their legs (using the space bar); a well-aimed shot causes them to stumble and explode. Scouting bipeds, known as AT-ST walkers also travel towards the generators. With a well-placed laser blast in the gun port they can be completely destroyed. Successful or otherwise, Luke takes to his X-wing and leaves the battle to begin his training with Yoda, the Jedi-master.

Meanwhile, Han, Chewie, Leia and the droids are in trouble. Unable to make the jump to light speed, due to the unfortunate polarisation of the negative-axis power coupling, they are trapped by the Empire's fleet, and attacked by Imperial TIE fighters. Swarms of craft approach firing shots and missiles at the ship. Should Han manage to fend them off using the Milennium Falcon's main cannon, he has to face the perils of an asteroid field. Giant hunks of indestructible rock hurtle towards the Millenium, chipping away at the power of its shields. If he survives long enough, Han may be able to reach the safety of an asteroid big enough to hide inside before meeting up with his old buddy, Lando, in the Bespin system.

The four stages are played repeatedly and become progressively harder. On each level, bonus points are awarded for destroying a specific number of enemy targets. Occasionally, letters which spell out JEDI appear: if collected they boost your score.



There was much jubilation when Domark announced that they would be commissioning a conversion of the arcade Star Wars **on the Commodore, but many were disappointed by the version that was eventually released. Now, after six months, comes** The Empire Strikes Back, **Vektor Grafix' second game in the** Star Wars **trilogy – and it's a considerable improvement over the first. The presentation has been tweaked to capture more of the arcade's atmosphere, even down to the inclusion of the on-screen manual, though it doesn't accompany the action as it does in the original. The speed has been increased a great deal and the whole game has a much more frenetic feel than its predecessor. Those who bought** Star Wars **will undoubtedly want to pick this up. As for those who didn't – have a go anyway.**

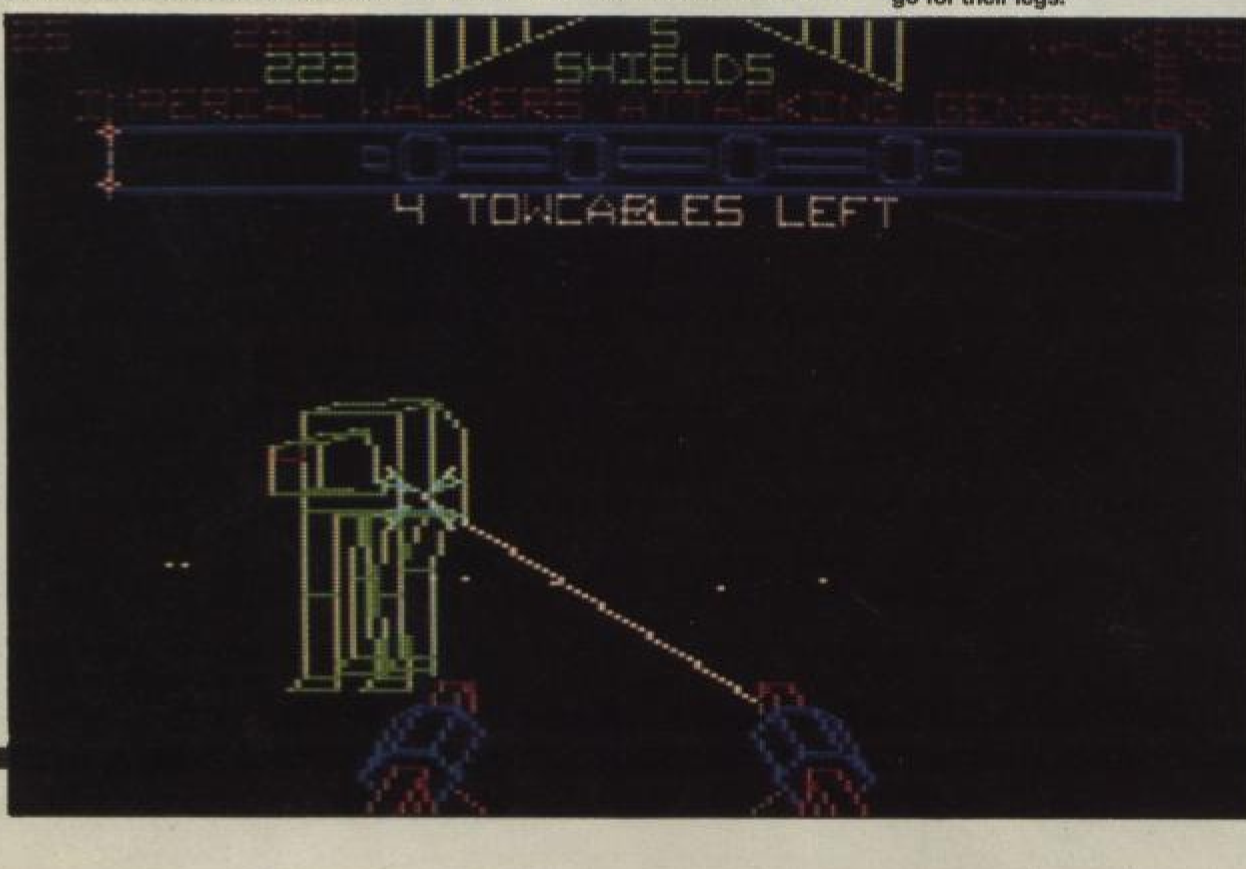


At the expense of a good number of ten pees, the force was with me on many occasions, both in the original Star Wars **and its follow-up. Sad to say, I was very disappointed by Domark's version of** Star Wars **and didn't expect** The Empire Strikes Back **to be that amazing. However, the sequel *is* a lot better than its predecessor, with better presentation and faster gameplay, though it still seems to lack that certain something which makes the arcade original so playable. It could be the absence of speech or in-game music, but that's not all; it just doesn't seem to flow. The various enemies appear too randomly, so it's hard to pick out a particular target. I can see this appealing to Jedi afficionados who would rather play in the privacy of their homes, but other punters should try before they buy.**



The vector graphics in Star Wars **were predictably slow and jerky; I expected the animation** The Empire Strikes Back **to be similarly slothful, but I was pleasantly surprised. The routines are quite smooth and speedy, considering the limitations of the 64's processing speed: the AT-ATs, probots, TIE fighters, and other opponents can sometimes become a confusing mass of jagged lines, but generally they're well displayed. Sonically, there's a vague attempt at recreating the** Star Wars **theme, but with the exception of some smart laser effects, the quality of the sound is relatively poor. As a pretty good (but not excellent) conversion of a slick vector graphics arcade game, this should go down very well with fans of the film and the coin-op, though maybe not so well with lesser devotees.**

▼ **'That armour's too thick for blasters! Use your tow-cables and go for their legs!'**



PRESENTATION 84%
Illustrated in-game instructions and many of the arcade game's, features.

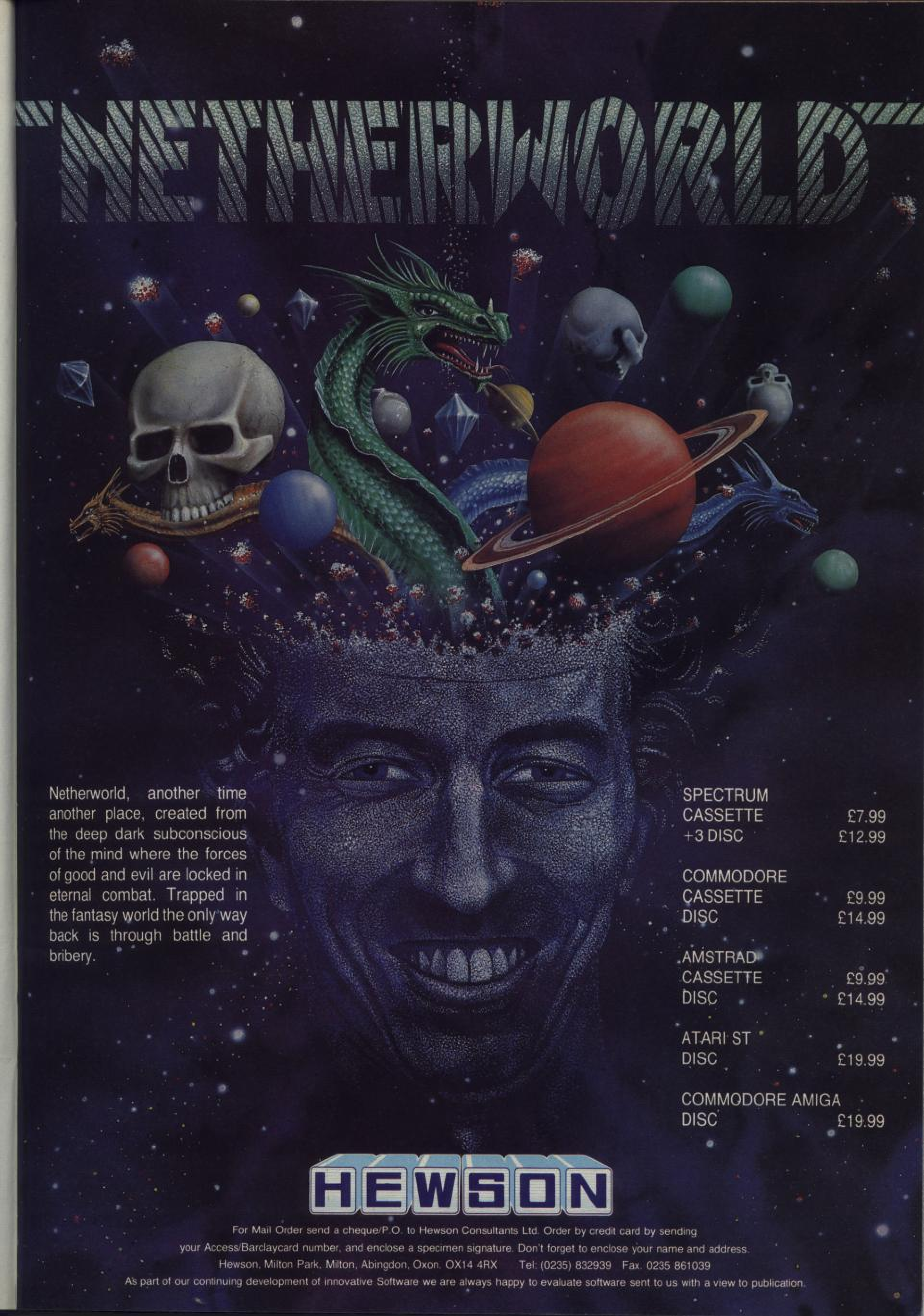
GRAPHICS 72%
Commendable vector graphics effectively portray frenetic battle action.

SOUND 46%
Slightly off-tune *Star Wars* theme and functional effects.

HOOKABILITY 80%
Speeding over Hoth, shooting and dodging Imperial Walkers, is immediately exhilarating and easy to get into.

LASTABILITY 62%
Action gets gradually harder, but the same four stages are repeated.

OVERALL 74%
A quality conversion that proves addictive despite itself.


NETHERWORLD
Netherworld, another time another place, created from the deep dark subconscious of the mind where the forces of good and evil are locked in eternal combat. Trapped in the fantasy world the only way back is through battle and bribery.
SPECTRUM
CASSETTE £7.99
+3 DISC £12.99
COMMODORE
CASSETTE £9.99
DISC £14.99
AMSTRAD
CASSETTE £9.99
DISC £14.99
ATARI ST
DISC £19.99
COMMODORE AMIGA
DISC £19.99
HEWSON
For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Abingdon, Oxon. OX14 4RX Tel: (0235) 832939 Fax. 0235 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.


THE MAJOR CLASSICS OF GOLF SIMULATION
IN ONE INTERNATIONAL TOUR CHALLENGE
LEADERBOARD™
Collection
An easy to follow, easy to use, colour guide helps you tackle these fantastic courses.
Full colour reference chart assists with quick club selection and wind calculations.
LEADERBOARD COURSE #1
CLUB & POWER SNAP INDICATOR
Record those memorable rounds forever in this pocket scorebook.
LEADERBOARD Par 4
ACCESS
"This is the sports simulation of the year – if not the decade."
"Lethally hard follow-up for Leaderboard addicts."
"Superbly drawn courses in true perspective."
A CLASSIC CELEBRATION OF THE GREATEST SERIES OF GOLF SIMULATIONS EVER PRODUCED, INCLUDING 4 GAMES, 16 COURSES, UNIQUE FREE STANDING HOLEGUIDE, CLUB LENGTH CHART, SCORE CARDS AND WALLET.
The greatest series of golf simulations ever produced, now available in one memorable collection, every bit as compulsive as the major tour classics that have the real pro's battling it out year after year.
LEADERBOARD Par 3
LEADERBOARD Birdie
PAR 4 CBM 64/128
(LEADERBOARD, TOURNAMENT LEADERBOARD, LEADERBOARD EXECUTIVE EDITION WORLD CLASS LEADERBOARD)
£14.99 tape £17.99 disk
PAR 3
(LEADERBOARD, TOURNAMENT LEADERBOARD, WORLD CLASS LEADERBOARD)
SPECTRUM & AMSTRAD
£14.99 tape £19.99 disk
BIRDIE
(LEADERBOARD, TOURNAMENT LEADERBOARD)
ATARI ST £19.99 disk
AMIGA & PC £24.99 disk
U.S. GOLD
ACCESS Software Incorporated

WHO STOLE THE PRESIDENT? COMP

WIN A PERSONAL STEREO/RADIO WITH MICROPROSE!!

When Robert J Matton, the President of the USA, was kidnapped from Microprose's acclaimed game *The President is Missing*, the Microprose lot immediately suspected that the ZZAP! team had something to do with it. Had Gordon's greed for cream horns developed into megalomania on a world scale? And Paul . . . was he taking his vengeance on a world which had ridiculed his taste in bright yellow clothes? Maybe Glenys had heard that it was a US President who had started the concept of the teddy bear, and wanted to make sure of US governmental support of the soft toy industry. But let's not forget Maff . . . was he keeping something under his hat other than his Bros haircut?

The investigation of the ZZAP! team turned up no clues until, late one night, the following note was found, written in an ancient joystick code, a variation on the one used in a ZZAP! competition of old.



The Intelligence people at Microprose wasted no time in passing the encrypted message through their decoding machine and it came out of the slot reading:

THE QUICK BROWN FOX JUMPED OVER THE LAZY GORDON

Putting such a suspicious message in code assured the investigators that someone in the ZZAP! mob was responsible, and the search continued until another message fell into their hands, again in joystick code, which they were sure would identify the kidnapper.



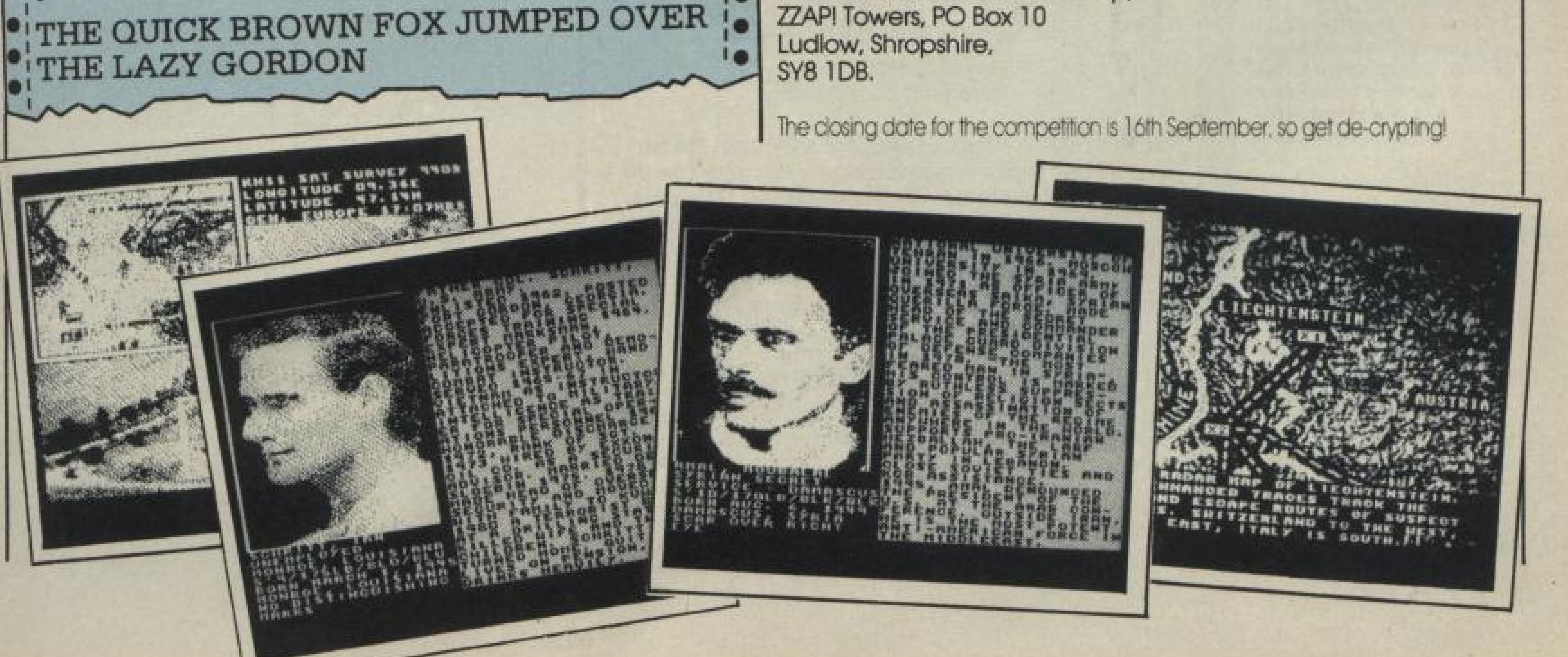
Obviously the kidnapper thought the same, because when the Microprose mob tried to use their decryption computer on the message, they found that someone had sabotaged it! However, the miscreant didn't reckon on the intelligence of ZZAP! readers, and so what they want you to do is work out a decoding system from the first message, then use the same system on the second, and hence find out the whereabouts of Mr Matton and who the kidnapper(s) is or are.

The rewards for the first five people out of the mailsack providing information leading to an arrest will be a terrific Sanyo personal stereo with a three band graphic-equaliser and a built in medium wave/FM radio, as well as a £5 record token to get their music collection off to a good start. On top of this, the lucky five will also receive a copy of *The President Is Missing* so that they can further their spying skills in this game of extensive espionage. The next five lucky decoders won't receive a stereo, but will be consoled with a copy of *The President is Missing* to investigate.

Right, got all that? Easy, eh? Now write your answer on the back of a postcard or sealed-down envelope, along with your name, address and whether you want a disk or cassette copy of the game if you win, and send it to . . .

Who Stole The President Comp,
ZZAP! Towers, PO Box 10
Ludlow, Shropshire,
SY8 1DB.

The closing date for the competition is 16th September, so get de-crypting!



THE Thalamus Star

September 1988 **FREE**

HARD NEWS

HAWKEYE is available for the Commodore 64/128 . . .

- Cassette: £9.99
- Diskette: £12.99

And it's appearing soon on the Atari ST, Amiga and Spectrum!

I AM HAWKEYE!

Pensioner from outer space claims he is man behind the mask!

EXCLUSIVE by BILL DOORSTEP

BARMY BALDING BACHELOR Bert Slinger revealed in a shock statement last night that he is the legendary Hawkeye.

Bert, 104, made the crazy claim just two minutes before he collapsed into a trance at home in the small hamlet of Fakestorie.

Straining to stand up to the strange alien forces that were forcing him to lie down, he told our reporter: 'I saved an entire civilisation from total downfall. It was a hard task, but I did it.

'I was created long ago,' Fred *(shurely Bert? - Ed)* continued as the aliens made their excuses and left, '104 years ago in another galaxy, from a humanoid skeleton with electrotonical gadgetry created from some old pipe-cleaners, some sticky-back plastic and a pair of Val's old knickers.

'I was sent out into the land of New Xamox and battled my way through 12 horizontally-scrolling levels of nonstop arcade combat action – it was better than any tacky coin-op licence!'

Half Nelson

After his desperate bid to **SAVE** the universe, Hawkeye changed his name to Bert Slinger.

He flew to Earth and retired in sleepy Fakestorie where he made many friends, none of whom knew his stormy secret – **UNTIL NOW**.

Said Nora Battlesworth, the woman who regularly met Bert on pension day: 'He was a pillar of the community. He stole part of Nelson's Column from Trafalgar Square and many a Saturday night he would stand in the square and get Admiral Nelson to stand on his head and allow pigeons to nest around him.'

Braindrops keep falling off their heads

But beyond the picturesque half-timbered houses of Fakestorie lies a half-brained **HORROR** – the guilty secret of HAWKEYE's Dutch programmers.

Last month's issue of your super boreaway *Thalamus Star* reported that The Boys Without Brains claim they had the idea of writing HAWKEYE after a visitation from aliens wielding vacuum cleaners.

And now we can repeat the same garbage over again *(shurely 'tell the full shtory of how our brave boys fought the fear that has gripped Britain?' - Ed).*

It's official – those aliens were distant relatives of bashful Bert spreading the word of their HAWKEYE hero to planets all over the galaxy!

The game has taken the world by storm, just as Bert's story is going to, and reviewers are raving: ZZAP! 64 voted HAWKEYE a Gold Medal game with 96% overall.



HAWKEYE . . . reviewers rave over bouncy 104-year-old alien

Axe-wielding programmer worships evil spirit – new claim

NIGHTMARE struck THALAMUS when they hired ace programmer Rob Stevens to join the company – and now The Thalamus Star can exclusively reveal the EVIL past of this SICK computer-game creator.

● Sicko Stevens has written the shocking mad axe game *Barbarian II*. 'His mind is totally **WARPED!**' said a neighbour.

● He freely admits that he **ENJOYS** going to pubs and has been doing so for some time. A barman, Mr X, claims that on wild binge-out nights Stevens would sit in the corner and shout to the bar staff that he was **BITTER**.

'There was nothing mild about him,' said Mr X, tapping his head when he heard the juicy details of strange Stevens's dark side. 'He was always something of an outcider . . . his ego just seemed to grow lager and lager. He was no barrel of laughs. He never did things in halves. He was always short-tempered. He had a mean spirit.'

● 'Robby Stevens' has 12 letters in it – which experts say is two groups of **SIX**. When our reporter added another SIX, which highly-placed sources say is in his phone number, he came up with an astounding answer . . . the **EVIL** symbol 666!

And there was further proof when our reporter asked raunchy Rob how long he had been involved with black magic. The fiend replied: 'What the **DEVIL** are you talking about?'

Thalamus boss Paul Cooper said at **MIDNIGHT** yesterday that rascal Rob's condition is improving and his ace programming brain is currently working on a whole host of amazing products to be seen soon.

BLACK HOLE FOUND IN 'DELTA SPACE'!

by SAM 'SUPER' NOVA
Spaced-Out Correspondent

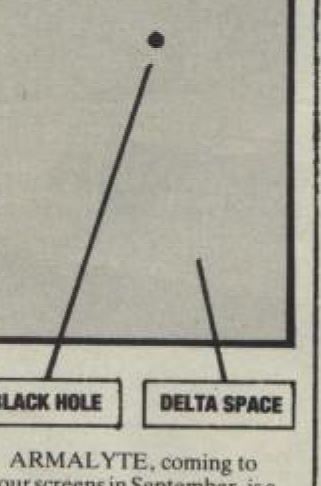
'I CAN'T BELIEVE IT!' says Dr Manfred V Flypaper! The top masked-man hunter from Aldermaston's Foundation for the Application of Lies in Scientific Endeavour (FALSE) yesterday stated that he has found the first black hole – and it is in DELTA space!

Said factual Dr Flypaper: 'I jest cannot believe eet. There I vas staring into ze Delta space unt vere it vas! A black hole!

'And I vill let *Thalamus Star* veaders see vot is behind it for zemselves ven THALAMUS release ARMALYTE, ze amazing sequel to DELTA!'

It's true – *(shurely shome mishtake? - Ed)* all you gaming astronauts can experience the thrills and spills of adventure beyond the black hole of *Delta* in the most amazing space shoot 'em up ever seen – **ARMALYTE**.

It was carefully constructed and programmed by Cybadyne Systems, a new programming team, who have reproduced **EVERYTHING** down to the last detail from Dr Manfred V Flypaper's exclusive notes.



ARMALYTE, coming to your screens in September, is a two-player shoot 'em up extravaganza as you and a friend take two powerful ships through the **FIVE** sectors of alien-infested space.

10 THINGS YOU SHOULD KNOW ABOUT THE GOLD RUSH

☆ Buy a copy of HAWKEYE and you could **WIN** a prize.

☆ There are **NINE** magic cassettes in Britain . . .

☆ **THREE** gold cassettes and . . .

☆ **SIX** yellow cassettes!

☆ Find a **GOLD** cassette and you win an Amstrad Studio 100, a portable-ish multimixing studio.

☆ Find a **YELLOW** cassette and you win a ghettoblaster.

☆ If you find one contact **THALAMUS**!

☆ The address of Britain's **TOP** software house is THALAMUS, Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

☆ That's nine and **ONE** more makes . . .

☆ **TEN**!

LOGON



with JASON GOLD

In this month's instalment our resident Netter takes a peek at home-grown demos, listens to a spot of music and enthuses over a briliant portrait of the cuddly TV star, Alf.



▲ Scoop's *That's..* demo brings together such diverse elements as spinning planets and girls in swimming cossies

The demo scene on Compunet has been going through something of a renaissance over the last few months. At the start of the year very few original demos were being produced and the few good ones that were uploaded were usually 'imports' from the European Programming teams.

Now, however, there are quite a few English teams writing good demos again. And instead of the swirling sprites and raster effects that were all the rage not so long ago the fashion now seems to be in animation and other effects that rely on coding power rather than bugs in the VIC chip!

The most impressive of this type of demo that I've seen so far is *T.S.M Visual* by Digital Light & Magic (GOD & HAKE, GOTO L+M). It opens with a large hi-res God & Hake logo, a bouncing scroller and bit of animation. Pressing the space bar fades the music off (slick production huh?) and takes you onto the next part. In the centre of the screen is a picture of Alf, the TV character drawn by SIT, which then breaks into lots of small diamonds which rotate to reveal another picture. The effect is so good that it wouldn't look out of place on a TV program – so GOTO L+M and be impressed . . .

A large area for hacked music has been created by STARR recently (GOTO STARR) with separate areas for all the main 64 musicians. Amongst the uploads here you'll find a number of recent pieces including the music from *Scout*, *Alien Syndrome* and the brilliant *Cybernoid*.

Mark Tait (MT21) was a new musician to me when he first appeared on the 'net but with each upload his music seems to improve. To see how well he uses his own player routine GOTO 375654 for *Play That Trumpet* and *Tech This Out*.



▲ One of the many portraits of 2000 AD's Nemesis the Warlock which feature in JASON's *Credo* demo

▼ A certain Alien Life Form co-stars with Bob Stevenson's Juno in the impressive *TSM Visual* demo by GOD



You can't have failed to see the Juggler demo on the Amiga. Well, Tony Crowther (ARC86) has now produced a version for the 64 which even works in a similar way to the Amiga one (un-crunching pictures in real time). While not quite as fast or smooth as the original I'd be surprised if it was possible to do it any better on a 64. GOTO RATT for this and a few of Tony Crowther's other demos.

Ash & Dave have been busy again this month with two new demos, one of which is another of their 'game' demos. GOTO A+D for *Electric Cafe* which features some detailed animation and *Mission Monday*, a horizontally scrolling game starring Willy Warmstart. There's plenty of shooting and jumping involved and some nice graphics too.

In a joint effort with DOKK, the NATO programming team have *Colour-Rape* at GOTO NATO, uploaded by Slayer. It starts with a really colourful NATO logo and a scroller followed by a picture by DOKK which bounces up and down the screen in front of a series of colour-bars. Pressing the SHIFT key pauses the picture so you can look at the excellent picture more closely.

HACK TO THE FUTURE

Presenting purple prose, pushing present parameters past playful prognosis, professional popular prize-penman-prince provides puckish penultimate printed pages, proving playful pickle (plus plucky profane penetrating probing) precludes perverse pastiche pinko-plot predictions. Please precious people! plunge, ponder, pooh-pooh, praise: proceed. (Yes folks, Croucher is taking the 'p' again in his second-to-last ppppredictions)

1997

YENUARY

At the Commodore 64 fifteenth-birthday party, Jeff Minter jumps out of an iced walking frame. At the Commodore Amiga tenth-birthday celebrations, Wendy-the-singing-computer appears in a silver lamée dress claiming to be the reincarnation of Marilyn Monroe. Dame Boy George disputes this. The party ends when it is discovered that 'Commodore Amiga' is really an anagram of 'DOMARC MINE A GOO'.

FEBRUARY

Nudity is finally banned from the live stage, and *No Sex Please We're Newsfield* closes after 15 years. Techno boffins immediately retaliate with computer generated holographic nudes, and for reasons too devious to explain several ancient computer titles enjoy a new lease of life, such as *Grand Prix Stimulator*, *Yogi Bare* and *Way Of The Exploding Fist*.

MARCH

The Roman ruins of Raffaele Cecco are unearthed during excavations at Hewson New Town. They are quickly buried again. A nine year-old schoolgirl from Holy Island claims to have picked up a message on her Walkman from an Alpha Centaurian spacecraft. The message reads, 'Peace, goodwill to all women. Fear not, we bring you glad tidings of great joy, if only you male bimbos can hang on till we get there'. She sends the tape to Baroness Rantzen and is immediately signed up by the Stuck-Aching-Waterworks music corporation.

APRIL

The latest electric car is launched by Sinclair Research. Costing only £500 and capable of speeds up to 50mph, its use is only restricted by the position of your power socket and the length of your extension cable.

MAY

South American revolutions catch up with modern technology. Up to now there have only been thirty-three-and-a-third military coups per minute, but with the domination of compact discs 120 revolutions a minute becomes the norm. Meanwhile, in *The Bug* tabloid publication, they are sticking with 45 revs per minute, all defrocked.

JUNE

China takes back Hong Kong, after the 100-year British lease runs out. The agreement made to protect the interest of the former Colony's citizens is described by Premier Mousey Dung as 'a road of cobras.' A band of socialist outlaws is reported to be living in Sherwood Forest, stealing from the poor and investing in the stocks-exchange. Wendy-the-singing-computer marries their leader, Red Red Robin, and celebrates by breaking wind in her private bath. Wendy Red Red Robin comes bubble bubble bubbling alone.

JULY

The global shortage of D-RAM chips enters its tenth year. In a desperate effort to maintain production, Sir Alan Sugar buys the Isle of Wight and sells it to Korea in exchange for 69 billion megabytes. The island is towed to the Pacific, but the little old men playing traditional Isle of Wight pub games fail to notice that they are now half way between Seoul and Osaka. This is known as 'the domino effect'.

AUGUST

After a premature hijackulation in 1984, Mel Croucher writes another article saying that CD-ROM is gonna be The Next Big Thing, and he is convinced that Philips will be getting their act together and perfecting their hardware by Christmas. He is led away by men in white coats.

SEPTEMBER

SEGA launches the first 8-bit edible games console. True to form it is sweet, sickly and rots your peripherals after a single byte.

OCTOBER

While attending the Goodwood races, the Saudi Arabian Royal Family is overthrown. Arabian oil production grinds to a halt. Unfortunately for Britain, the North Sea oil fields are empty, and the long-term forecast is for a hard, bitter winter.

NOVEMBER

Panic buying hits the supermarkets: candles, paraffin, calor gas and liver 'n' strawberry flavoured rubberware sell out (the latter due to a rather clever marketing campaign, not the oil crisis.)

DECEMBER

During the seasonal power cuts, Nelson moves in with the fairy on top of the traditional Norwegian fir tree next to his Column in Trafalgar Square. The Government secretly buys coal from South Africa, but is discovered when all the slag is found to be white. On Christmas Eve, the miners go on strike.





1998

YENUARY

Japan withdraws all financial aid to Britain, because everyone in the country has already bought one of their wide-screen videos, lead-free cars, digital hi-fis, and take-away whale-on-a-stick (for medical research, natch.) The Minister of Energy tries to buy a supertanker of oil with his Barclaycard, but Alan Whicker defects to American Express. The meter finally runs out on the national power grid, and the computerised economy collapses; no computers means no banking, no banking means no trading, no trading means no taxes. The Government falls. Unfortunately, there has been no opposition capable of taking office since 1979. The Official Monster Raving Loony Party (formerly the SDP) takes the reins of power for an afternoon, and closes the country down for redecoration.

FEBRUARY

A Military Provisional Government is sworn in, led by King Andrew and Fertile Fergie. The appointment of Field Marshal Gerry Anderson confirms that it is nothing more than a puppet regime. Wendy-the-singing-computer disappears, and is rumoured to have entered a solar powered convent.



MARCH

Without electrical power, frozen food storage is impossible and factory farms are forced to close after all livestock is slaughtered. Food distribution grinds to a halt as petrol rationing bites. Domestic flower beds are dug up, and potatoes planted. Cows are milked by hand, flour is ground with stones, horse-drawn barges appear on the few remaining canals. A global rock concert is organised by the lead singer of the Tzar-Gazers, Mickey Gorbachov, to help British famine relief.

APRIL

Bernard Matthews is spotted trying to sell strawburgers ('they're piddiful') in the knave of Norwich Cathedral. Bernard Manning is arrested for cannibalism, but is released when he is found to be yet again scraping the barrel of his bottom. The last rechargeable power-pack in the land runs out, the last portable word processor in the land powers down and the last bit of journalistic drivel is erased forever.

MAY

Spring is sprung and May Day is celebrated with a return to pagan fertility rituals and witchcraft. An entire generation, brought up on RPGs and Dungeons-and-Dragons, doesn't notice the difference.

JUNE

With the People's Militia otherwise engaged, one million hippies arrive at Stonehenge for the Equinox. Using concentrated thought waves, they raise it off the ground and move it to the mystical site of central London, where Orc traffic wardens wheel-clamp it. The power crisis is further complicated when tidal generators at the Severn Barrage, the Thames Barrier and the Wash are reprogrammed by IRA and Libyan terrorists. Rogue chips produce fried fish. Britain immediately abolishes the navy, after mishearing the King say 'I don't want any more bloody efficient ships'. The Republic of Ireland becomes the 52nd of the United States, and the CIA seals



the border with Ulster after mishearing a tapped phone call to Buckingham Palace, during which King Andrew discusses his computer keyboard technique with Senator Bob Geldof, and succumbs to a coughing fit. Geldof is heard to say 'Far King, one-keyer? Fair cough!'



JEWLIE

John Gilbert includes a face-to-face interview with Satan in the tenth anniversary edition of *Fear*. It seems that the Prince of Darkness has been running a local radio station from a council flat in Wolverhampton, under the mistaken belief that he was in Hell. In actual fact, Hell has been privatised and bought by a Swiss chocolate maker.

AGHAST

With the collapse of the old political parties, ex-computer programmers now head the two major factions. Traditionalists join the Back to Basics sect, whereas machine-coders flock to the banner of the Go-Forth-And-Multiply party. The result of both policies is much the same. Pregnancy is in.

SEPTICEMBER

The Iron Curtain is removed, Europe has freedom of movement for the first time since 1945. Britain still refuses to sign the Open Border Agreement, and is expelled from the United States of Europe, which is now self-sufficient in food and energy. UK boat people, escaping from South coast ports, are turned away from French beaches by barrages of high-yield onions.

AUTUMNBER

After the successful US/USSR mission to Mars, the World Space Alliance announces the most ambitious scientific project in history: the Torus. This is an energy ring in space, high above the equator, consisting of a chain of giant parabolic mirrors 1km in diameter, 5 microns thick, which will refocus the Sun's energy to power turbines on Earth. The Space Shuttle is brought out of mothballs and renamed Elektra, redesigned to carry the Torus into geostationary orbit, spinning it out like a spider's web.

NOVENDOR

Mr M. M. Croucher, the new lavatory cleaner at Mirrorsoft, celebrates his 50th birthday by performing a lengthy series of behind-the-screen dumps.

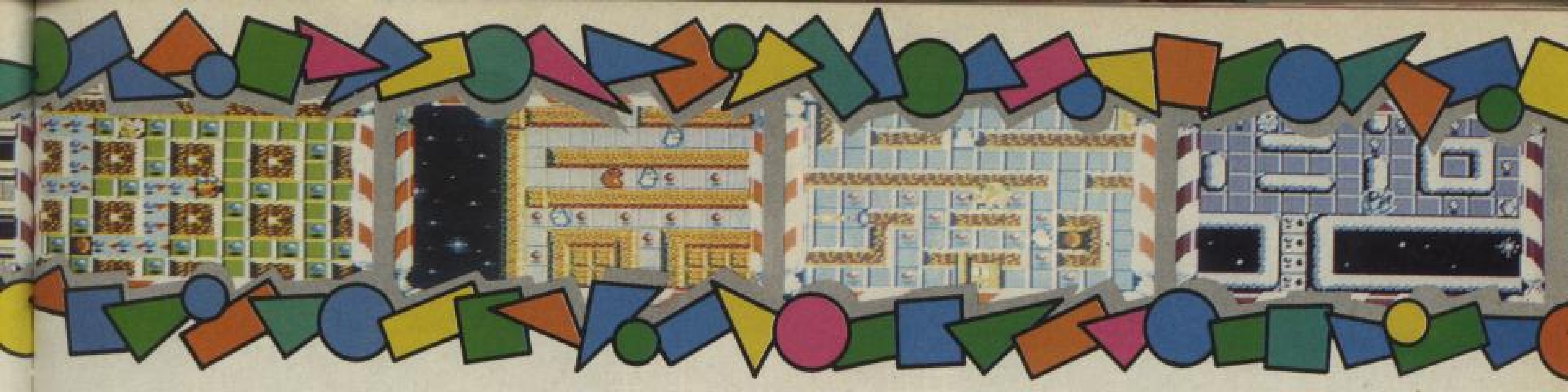
MIDFEST

Responding to the first radio transmissions sent by Signor Marconi, the Alpha Centauri Ark reaches the half-way point to Earth on its mission to save it from destruction. Flight Officer Gabriel, a trumpet-playing humanoid with beautiful wings and a bright halo of light shining above her head, picks up a flash of light from the Ark's ultimate destination. This is the space shuttle Elektra, with its cargo of the life-saving Torus power generators, exploding on take-off, sabotaged by agents of terrestrial oil companies, and the last hope of mankind.

Hack To The Future: final part, next month. will the earth be saved? and if so, how much interest does it pay out?



topo
SOFT
Explore the phanta
forces of COCO VILLE...
a city where anythin
can happen and
you can bet
your life
it will!
The Mad Mix Game by
Toposoft © 1988.
All rights reserved.
15 pulsating levels of
good and evil... which
are which??...
only the
daring will
ever find
out.
ONLY £7.9
SPECTR



THE PEPSI CHALLENGE

MAD MIX GAME

From two giants comes a giant name... Pepsi and U.S. Gold launch the most original computer challenge series of the century. The Pepsi Challenge Mad Mix Game is an addictive, colourful extravaganza of ghouls and demons in the most spectacular traditions of computer entertainment... with a little 21st century trickery thrown in to torment you. Match your changeable persona to meet the metamorphosis of your mysterious adversaries and you'll find there's hardly a second to spare as you try to outwit, outgun and outrun their outrageous behaviour.

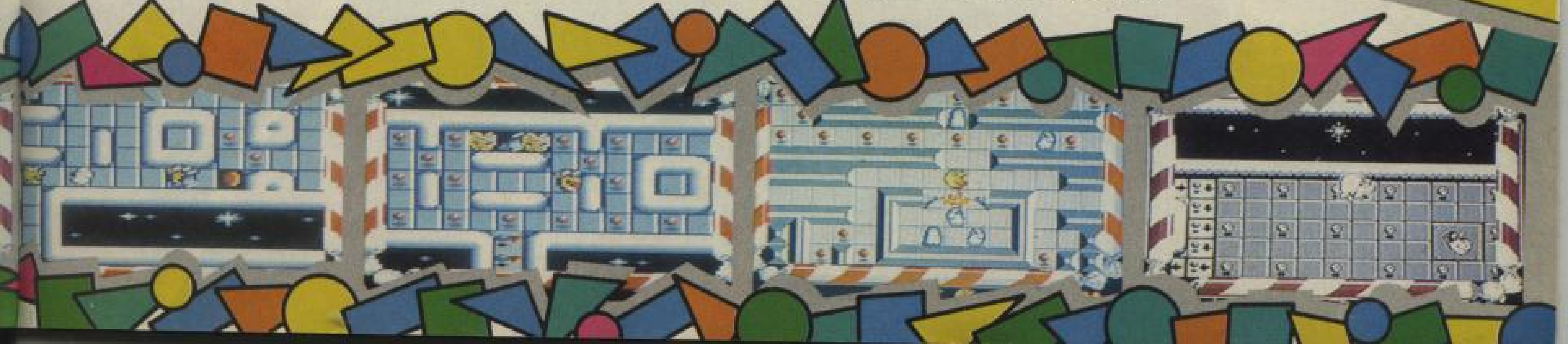
And most importantly, The Pepsi Challenge Mad Mix Game has been specially selected to lead the Pepsi/U.S. Gold Computer Challenge Series... and if you want to know more about this opportunity, watch the press for details *(better still, buy one and gain entry to the most exciting challenge of the century).*

FANTASTIC PRIZES
HUNDREDS OF WINNERS
Buy the Pepsi Challenge Mad Mix Game now for further details.

U.S. GOLD

PEPSI

U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.



sngoric
LAE...
g

99 TAPE (DISK £11.99)
U48/128K
B4/128K
ASTRAD
T £14.99


THE BIG APPLE
SCORE GRID LIFE
ACTUAL COMMODORE 64 SCREEN SHOTS.
OOPS!
SPECTRUM 48K £7.95 COMMODORE 64 £9.95 tape. £14.95 disc
Available soon on ATARI ST £19.95 AMIGA £19.95. IBM PC £19.95
Each pack contains FREE 'APPLES' to be exchanged for a wide selection of gifts available from the BRONX CLUB
"...OOPS!, a thoroughly addictive arcade style game." Your Commodore (August, 1988)
"...OOPS! is an original and enjoyable challenge." Games Machine (July, 1988)
"...OOPS!, grabs you from the word go." Computer & Video Games (July, 1988)
"...OOPS! a challenging arcade strategy game." ZZAP 64 (August, 1988)
HOW TO JOIN
simply send your 8" × 10" S.A.E. to Bronx Billy c/o The Big Apple Entertainment Co. Ltd. Prestwich House 12 Brunswick Way Brunswick Industrial Park London N11 1HX for FREE membership and super gift catalogue.
THE BRONX CLUB
THE SMARTEST GANG ON THE STREETS
A Prestwich HOLDINGS plc Company
© 1988 THE BIG APPLE ENT CO LTD. ALL RIGHTS RESERVED. UNAUTHORISED COPYING, LENDING, OR RESALE BY ANY MEANS IS STRICTLY PROHIBITED. "DESIGNER PACKAGING" © 1988 THE BIG APPLE ENTERTAINMENT CO LTD PAT PENDING

I would say 'hello, it's Lloyd' again, but the weather's making me feel a bit miserable, and I'm not really in a cheery sort of mood. Where's the Summer gone? Ludlow's been besieged by rain for too long now, and I haven't even had the chance to do a spot of gardening. Oh well, life goes on and I suppose there's always your letters to keep me going. Ho hum. If you look below you'll find NO letter of the month, NOTHING about sexism and NOT A SAUSAGE dedicated to the reconciliation of Cartesian values with an objective universal framework. However, there's a huge, ginormous hunky chunk on the Amiga-in-ZZAP! debate, a few snippets of Piracy and multiloads (again), a review of your favourite reviewing magazine, a *Karnov* lookalike competition and a letter from a fan of that great Geordie epic comic, *Viz*.

THE LAUGHING GUINEA PIG

Dear Lloyd,
Just popped in to ask how you all are at ZZAP! residente and to make a few brief comments upon the mag . . . Well, actually, I must confess that the main reason I wrote to you was because I discovered a stamp from the previous Christmas batch, in the unchartered murky depths under my bed, where undergarments and soggy thingies thrive with algae.

The second slightly less insignificant reason was to say how ZZAP! has changed throughout its three-and-a-bit-year lifespan, and indeed it has matey lad Lloyd, indeed it has. The mag seems to be more mature and professional these days. It's now in full colour and the quality of style and layout of the mag has very much improved. This can of course be reflected in the doubling of its circulation figures since 86 . . .

However, I am missing that one very essence of ZZAP! The sense of fun and humour which was very evident in the rookie days. I am pleased to say though, that there has been signs of the jollyness seeping back, I am glad.

And now to all those rectum-faced degrades of society who moan about 16-bit machines. I've only one thing to say to them, 'Go and make love to a fried chicken'. Have you got no consideration for trillions who wish a wider knowledge of the Amiga software. Are you lot sadistic enough to force us into buying another mag and deprive lots of something you obviously don't even glance at. I'm not exactly chuffly smugged to smitherines about Mel's contributions, but I have respect for others who find them stimulating. How can you lot be so paranoid and narrow minded and selfish? Eeeh! I don't know!

Well I must depart from your pleasant company now, Lloyd. It has been a most tummy-tickling experience, but my revision books await collecting dust. I've got a chemistry exam in a couple of days. Guinea Pigs we are, damn Guinea Pigs, mumble mumble moan.
Dr J Ane, Ashton Under Lyne, Lancs.

I hope you've found some of the sense of humour you're thinking of in the last couple of issues – certainly ZZAP! is now populated by a group of the most stupid, wacky and degenerate fools I've ever seen. God knows how they manage to even write their own names. The reviews side of ZZAP! is a more serious business, however . . . The Amiga debate is very much an ongoing situation, as the comments below testify.
LM

AMIGA LOVING FUN

Dear Lloyd,
In Germany the Amiga is very popular, and I cannot understand why the British buy so many STs and not Amigas.

I myself own a Commodore 64 and an Amiga, and many of my friends own both computers too, so I find ZZAP! excellent. When the new ZZAP! arrives I open the Amiga Action pages first to see what is new on the Amiga. Please go on with Amiga Action, it's really great. Myself, I think that the Amiga Action is too little, please make it bigger, a lot of people would thank you, even if they don't write a letter.

In my opinion you should give an Overall, Graphics and Sound grade for each Amiga game. The Amiga Owner Group will grow and grow, and a lot of them own a C64 too, so ZZAP! will sell very well.

Up to now you only printed letters from people who wanted the Amiga Action out of your mag. It would be great if you printed this letter, so that a positive Amiga letter can be seen by all your readers.
Joohen Jhring, Aldorf, Germany.

. . . I am a 32 year old avid computer user in Australia, where the Kangaroos hop down the middle of the street and the Koalas are up a gumtree with a Fosters. I have bought your magazine since day one and think it is excellent. At this point I had to write to you to voice my opinion.

I sold my C64 about 18 months ago and bought the Commodore Amiga 1000 Computer which I think is fantastic, and I still continue to buy ZZAP! for its reviews and comments. I do not agree with everything that you say, but I like the way in which you present your magazine. It is very professional. I would like to see more reviews of Amiga software, as there are very little in mags that cater for it. I am not giving the C64 away as I've had it for three years and it gave me great pleasure and enjoyment. I am not one for adventure games, but I do not write in and complain about them and say they should be taken out – this is only one man's opinion, as I'm sure there are thousands of people out there who love adventures. That's the thing about your magazine, it caters for everyone and not just for a few people. ZZAP! is just great the way it is.
David Saylor, Latham, Australia.

. . . I have been an avid reader of ZZAP! for 3 years now and have enjoyed it immensely. Well, most of the time anyway as I thought around August last year ZZAP! was losing her direction. Now I can gladly say you have rectified her problems and produce a thumping good read each month and I hope many many more.

Anyway, onto some serious things, the 16-bit market. I am tempted to buy one every month when I see luscious graphics and so on. However, I hesitate to do so. Now of course the Amiga/ST are the 64/Spectrums of the future. No one can deny that, but I feel that the 64 will be alive and kicking for a few more years to come. Every month we are presented with a program that pushes the limits somewhat further. The SID chip is obviously surpassed by the Amiga but, as we have most heard, can still produce some nifty effects, take *Mega Apocalypse* for instance. I have yet to see a totally crucial Amiga/ST game which is totally original with fantastic sound and graphics. All we've seen so far are 64/Spectrum conversions and some mediocre Amiga/ST only games.
Yours sincerely, Andrew Barratt, Oulton, Leeds.

. . . I am an avid reader of ZZAP! 64 and always appreciate your detailed reviews. But I really put pen to paper because I would like to know whether or not it is worth upgrading my Commodore 64 to an Amiga, as I am thoroughly impressed with the power of the 16-bit machine. What it really boils down to is, has the 64 still got much life in it and do you think it is still here to stay for a few more years? Please put my mind at rest.
Steven Smart, Luton, Beds

The Amiga content in ZZAP! is currently limited to a double page spread of round-ups, interspersed with the occasional Amiga special packed with comprehensive reviews. Whether that will change or not is something you can decide by writing in: the more people who want it included, the more chance there is of permanent full-blown Amiga reviews. Equally, if there are overwhelming objections, Amiga in ZZAP! will be limited to two pages a month.

The quality of original or arcade conversion software for the 16-bit machines is improving all the time, reproducing quality and depth which isn't conceivable on the 64. That said, the 64 does have some life left in it! The number and overall quality and addictiveness of 64 software far outweighs that of its 16-bit counterparts – and there's always the price difference in software to consider . . . The best solution, if you can afford it, is to hang on to your 64 and get an Amiga as well!
LM

FOR GOD'S SAKE, SHUT UP!

Dear Lloyd,
These days, in ZZAP! Rrap everyone seems to be moaning on about something or other in the magazine. So I thought I'd write a letter just to say what I thought of each section in ZZAP!

Editorial: Quite good, although it's always one of the last things I read when I get ZZAP! each month. It's nice to hear what the editor has to say on various subjects.

Under the Baudwalk: To be honest, I don't read this anymore. I read the first instalment and it nearly killed me with boredom. I don't mind other people enjoying it, though.

ZZAP! Rrap: Excellent – it's always one of the first things I read. Lately, there have been a lot of letters concerning 16-Bit and other sections in the mag. I feel that when you listen to these people you are giving into a minority.

ZZAP! Challenge: I really enjoy reading the challenge and I can only find one quib about it. Why are the photos always in black and white? When the challenge first started in the first few issues, the photos were dreary B&W and even now, when ZZAP! has nearly full colour, they're still the same. C'mon, Cameron get with it!

The Scorelord's high-scoring heroes: This is OK because it gives us something to aim at in games, but I've always wondered how the mighty scorelord knows if someone has entered pokes to get the highscore?

Competitions: Good, but why the decrease in drawing comps? Bring them back, I was quite good at them.

Manoeuvres: Never read it.

Enter The Harlequin: Never read it. Hate adventures.

Hack To The Future: Total crap! Never funny or interesting at all. Mel Croucher is a talented writer, though, Tamara Knight was brilliant in my opinion.

ZZAP!back: Not very important for me, because I already have all the ZZAP! sizzlers and Gold Medals that are likely to be ZZAP!backed. But I can see the necessity for a new 64 owner who is thinking about picking something in the bargain bin.

Playing Tips: Generally very good, but for God's Sake, why so many listings? They are pointlessly long and take ages to type in sometimes. What is wrong with POKEs?

Budget Test: Fine, a good round up of the budget scene.

Classifieds: Lloyd breathes a sigh of relief, as pen-pals have to be paid for now.

Readers Charts: Good, but it's easy to see that the same bunch of people are voting every month, for example, the way *Delta* has been number one in the Music Charts for

ZZAP! RRAP

ages. I have no quibs about the Video Charts because they can be a good guide to what to rent out. Coin-Op charts are different however, they are real money spinners and millions of pounds are being made by arcade owners off young people. In one arcade I visited recently in the city, a single go of *Afterburner* cost £1! Even so, there were loads of people queueing up for a go with money in their hands. I kid you not, and it usually takes three to four plays just to find out what's going on. How many machines have you seen with the instructions on them? I can imagine that hundreds of young boys are gladly pouring their week's pocket money into arcade machines, and for these reasons I wish ZZAP! didn't promote them so much.

Winners Pages: Well it's like essential, man, to see if you've won or not. Also please tell Glenys that if she made the print smaller, like in ZZAP! Rrap then she would have enough room for all the winners' names, all the answers to the comps and pictures of the winning entries.

Diaries of Games: Very interesting, sometimes amusing, and always well written!

Amiga Action: Excellent, excellent, excellent. But what happened to the proper, percentage reviews of Issue 36? Again smaller print would give more depth and satisfy the people who moan about extra space being given to it.
Adrian Donnelly, Kilmacud, Dublin.

By popular demand, 'Baudwalk' has now been dropped in favour of more space for 'The Word'; Mel is still with us, however, in his penultimate 'Future of the Software Industry' and in some surprise articles in a couple of issues' time. Black and white is used in the Challenge to break up the colour of the rest of the mag, and because someone thought it was 'arty'. Oh well . . . As for the Scorelord being able to suss out cheats, beware! He knows all and will reduce to component atoms all those he finds attempting to trick him. You have been warned!
LM

A *VIZ* FAN WRITES . . .

Dear Lloyd/Katie,
The other day my friend and I went out to buy a game on disk, from Boots. After standing at the counter for six days, we both agreed that the service was a bit slower than usual. Imagine our surprise as we realised we had actually been standing in a supermarket in Glasgow, over three hundred miles away! Luckily we both saw the funny side!
I M A Liar, Margate, Kent.

P.S. While we're on the subject, something rather amusing happened to my dog a couple of days ago, if anyone would like to hear about it, send an SAE and I would be happy to tell them about it.

What amusing dog stories have you got to tell? £10 for the best.
LM

IS MARTIN WALKER REALLY PAUL McCARTNEY IN DISGUISE?

Dear Lloyd,
Is Martin Walker (*Hunter's Moon* fame) really Paul McCartney in disguise?
Chris Eaton, Brackley, Northants.

No.
LM

WHO *IS* CAMERON ANYWAY?

Dear Lloyd,
I am writing to congratulate ZZAP! on the modifications to the magazine due to the voting. The cover picture has improved greatly from the 'white background' dross, on issues 36 & 37. I am impressed with the mag's contents as well. I like to read the Challenge, and the ZZAPBACK is great, but sadly not featured often enough. I protested strongly against the boring Baudwalk on my voting form but I suppose one man's poison is another man's meat.

Who is Cameron (the one on all the review screens)?
Tim Pickup, Darwen, Lancs.

The Challenge and the ZZAPBACK are both here to stay, and you'll be happy to know that the Baudwalk has gone. Any comments readers have on the new ZZAP! features will be greatly appreciated – Gordon will sit on those who make any offensive remarks, however. Cameron is a crazed intergalactic mega-being with a vastly expanded brain who reconstituted his body to become Newsfield's photographer some time ago.
LM

THE PERFECT GAME (AGAIN)?

Dear Lloyd,
For many years I've been playing varied computer games, and all around me I hear people moaning about how a game is too slow, has bad sound, graphics, no action etc . . . Has it ever occurred to them that no game is ever perfect? If a game does not have flashy graphics, a boom-chukka-boom Hubbard soundtrack or slogging aliens to bits they dismiss it and throw it away into a dark corner. These days people expect far too much out of games – you can't have everything. The programmers of today have a job on, they have to decide who to cater for – do they go for the blaster fans? Platform lovers? Adventurers? So you can understand that no game can ever be perfect; people have varied ideas on how good games are. For example, when I go into computer shops I see a very sad sight indeed: all the conversions and regurgitated ideas – like *Enduro Racer*, *Out Run* and *Gunsmoke* – sell in droves, and in a dingy corner original, fresh ideas like *The Sentinel* and *Tetris* go cheap in a matter of weeks because nobody will buy them. It shows how narrow minded some people are.

Why can't people vary their software collection and stop moaning that a game hasn't got this or that and enjoy what they have and merit its good points and not niggle at a minute bad point. My advice is: vary your collection, play *The Sentinel* and be aware of the Universe in general.
Leigh Bartley, Leeds.

Right on. One of the best aspects of computer games software is the amount of variety in different products: they range from, say, the frenetic speed of Dropzone *to the brain-stretching slowness of* Soko-Ban, *or from the pure, basic, original strategy of* The Sentinel *to the incredibly addictive near-perfect arcade conversion,* Bubble Bobble. *A lot of the ZZAP! Gold Medals haven't got 'everything' –* Spindizzy *and* The Sentinel *had negligible sound. It would seem that the most important aspect of any game is its playability, disregarding all else, an opinion shared by the writer of the letter below . . .*
LM

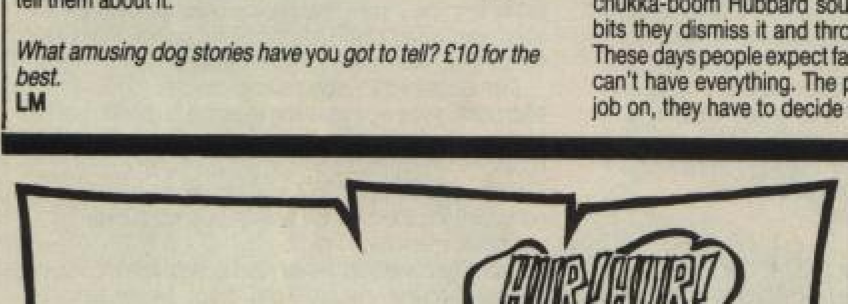
LICENCE TO THRILL

Dear Lloyd,
I've been into computer gaming for many years now, so I know a thing or two about it. I started with those hand-held LCD games, then I bought an Atari 2600, and after that a CBM64 – now I'm thinking of getting an Amiga. I remember the time that games like *Fort Apocalypse* and *Choplifter* were games worth buying a 64 for – things have changed but I still feel that those old games stand up very well against most recent games in one aspect – playability, quite simply. The old games were far more fun to play and that's what counts – the only thing that seems to count these days is a licensed name. Even graphics and sound don't seem to be important any more (remember *Enduro Racer*? Probably not, but it reached No 1 in the charts).

I admire Hewson because they keep on releasing original, playable games even if they don't exactly become chartbusters. It certainly is the fault of the public too. Why don't software houses employ people who have good ideas and have them developed by decent programmers? I often have good ideas for games, but I don't have the programming ability. Well, I hope the software houses get a chance to read this and maybe they'll start releasing original games once in a while.

I'm sorry that this letter has become this long, but I'm glad to get this off my chest.
Ed Rocket, Holland.

Well, Mr Rocket, I agree with your general point about a game's playability, as I said above. However, if people



*continue to buy poor conversions of arcade games or licensed products, then there's not really any incentive for major software houses to produce games which, though they may be more playable or original, will sell less. It all comes down, in the end, to what people are prepared to buy. There have, of course, been many excellent arcade conversions (*Buggy Boy*, for example) and licenses (*Dan Dare*); but people are too often dismayed by products which don't live up to their own (too high) expectations.*
LM

SUPERB SEQUEL SEEKING

Dear Lloyd,
Over the years when designing games people have striven to come up with original ideas again and again. This is obviously a good thing and has resulted in great pieces of software: for example, *The Sentinel*, *Elite* and *Morpheus*. But when people try to produce a new game without any new ideas we tend to see yet another addition to the ever-growing pile of games that just did not make the grade.

It seems to me that it would be a good idea to provide a greater lasting appeal to certain games by producing different versions of them. Clearly for the majority this would not work as they only have what you might call 'one-off' appeal: shoot 'em ups are a prime example. *Uridium Plus*, while being enjoyable, was not really sufficiently different from the original game to ensure high lastability, but games which contain different elements anyway (*Leaderboard* with different courses, all race games with different tracks) are just there waiting to be expanded on. *World Class Leaderboard* has had extra courses produced and I for one went out and bought them straight away. *Mercenary* had the *Second City* and recently we have had *Professional BMX Simulator*. These were similar to the original but were different enough to make them worthy purchases and I thoroughly enjoyed them all.

It appears that producers and manufacturing companies are only just waking up to the fact that sequels to some (not all) games would be popular and sell very well (*Last Ninja II* is in the pipeline, I believe). I had always thought software companies wanted to make money, so why are they not producing these follow-up releases to popular games? Maybe you can afford me the answer, Lloyd?

Don't get me wrong, I am not suggesting a follow-up to every game ever made but to those where the format could remain fundamentally the same, surely it's a good proposition? Personally, I would love to see more courses for the excellent *Revs Plus*. So how about it Firebird? I certainly know many more people out there who would love to see them as well.
Jason Parker, Willingdon, Essex.

Sequels aren't exactly original, as you suggest – look at Beach Head, *for example – but as commercially viable products they are generally successful. Whether or not they are better is another matter:* Fist II *was less appealing than* Way of the Exploding Fist *but there's no doubting the lasting interest and sheer addictiveness of* Barbarian II *compared to its impressive predecessor.*
LM

MR ANGRY GETS CROSS

Dear Lloyd,
I am sick and tired of whining little runts who wind and windel into the pages of Rrap and 'Oooh! I don't like that' or 'Aaahh we shouldn't have this, I don't like them'. They really hiss me off. One such runt is G Keaveney (who's probably 8ft tall and going to break my legs) who for example says 'I must complain about blah, blah, the video chart, you are starting to lower your standards'. Why? for Christ's sake, is it hurting him? Is he forced to read it? And people who say 'Amiga action? phah! This is a C64 mag.' Well how many times have you, Joe Public, seen a section of writing which says 'By the way we did have some game or other to review but we wouldn't have had room for Amiga Action if we had printed it so here's AA' Well, how many times?

ZZAP! is a fantastic mag, I know I've been reading it since Issue 3 so I know better than most that ZZAP! has risen from bad to excellent and has not fallen in any way (except Rockford's gone) so all you mateypeeps what have only been reading since about 10 issues ago, I don't know what you're talking about!
A Davidson, Claverley, Wolverhampton.

It's everyone's right to complain about something they don't like – just as its your right to complain about their complaining! If people didn't write in and suggest changes then ZZAP! would get very stale and soon lose readers; besides, you can't please all of the people all of the time.
LM

BUDGET BASHERS

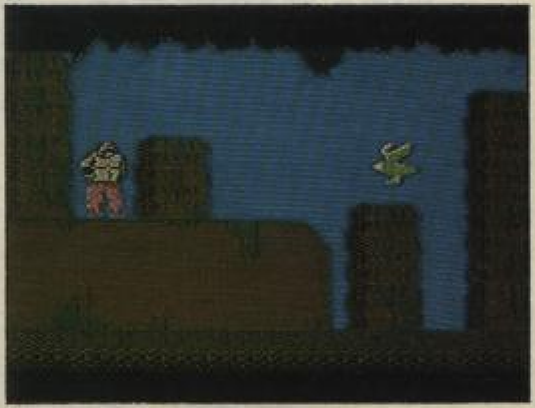
Dear Lloyd,
I have bought ZZAP! since Issue 1 and have every copy so I thought it was about time I put pen to paper.

I would like to raise a point about your treatment of budget software. Why don't you go back to the old system of reviewing all software as equals, regardless of price, as it was much fairer – after all a game is a game and you have often stated that some budget games deserve a full price tag and some full price games a budget one). I know you stated that full price games warranted the larger review because of their advertising, but reviews are supposed to be unbiased and this system doesn't allow that. Also, look to the future, because as more and more people buy Amigas/Ataris, less and less software houses will support the C64 probably leaving only the budget houses producing C64 games, (witness that this happened to the VIC20). I hope that this is some years away yet, but it will happen.

There are also a lot of us who cannot afford to buy full price games who rely on good reviews of cheap software to influence our buying, which at present you are not providing. Plus your sister mag, CRASH, does not see the need to treat budget games this way, so come on, give all, regardless of pedigree, a fair hearing.

On to the tips section. Would it not be possible to do a special add-on booklet containing all of the tips, maps etc ever printed in ZZAP! Even if it doubled the price of the mag, I for one would be happy to pay to have all of the tips in one book which would save me having to search back copies to find a cheat or map. Something along the lies of the 3D Special, only larger and separate from ZZAP! (I hate pull-outs as they spoil the mag).
D Smith, Co. Durham.

The method of reviewing budget games has now changed. The argument runs that budget houses provide no advertising revenue, so they don't really deserve to take away editorial space from those houses who do. However, we've long felt that allocating the same amount of budget space to a Silver Medal as to a game which receives, say, 8% is unfair – and as from this issue, all Silver Medals (and any other highly praised games we think deserve it) will be allocated a full page. As for the Tips Index, you've only got to wait until the Christmas issue, when there'll be a comprehensive list of EVERY hint, tip, POKE and map ever printed in ZZAP!
LM



AUTUMN AUSSIE ART

Dear Lloyd,
G'day from Australia.

Recently, I purchased the April edition of ZZAP! 64, from my local newsagents. As I was flicking through the pages, my eyes caught the advertisement for the arcade conversion of *Karnov* on the Spectrum, the small screenshots revealing quite good graphics for that machine.

After reading through a few more pages, my eyes froze on the Commodore 64 screenshot of *Karnov*. Could I be seeing things? No way José. When I revived from the initial shock of the pathetic graphics (which were no match against the Spectrum's), I carefully read through the paragraphs underneath the screenshot and saw this statement: 'As you can see from the screenshot it bears close comparison to the arcade original . . . '

I was stunned. Since when did the character on the arcade original have green shading? Was this sarcasm or a practical joke?

ZZAP! RRAP

After being inspired by Martin Walker's excellent article 'Walker's Way', I sat down to my humble 64 and keyed in what I thought was a good look-alike screen shot conversion of *Karnov*, and sent it to you on disk accompanying this letter. I'd like you to compare what a fourteen-year-old high school student, who is only an amateur at programming, can do against these so called professional graphics of the 64 *Karnov*.
Mark Walker, Brisbane, Queensland.

I've chastised the ZZAP! lads for their rashness and stupidity, insisting from now on that when they say something sarcastic, they'll write SARCASM in big, friendly, red letters next to it, so that you'll be able to tell. As for your own version of Karnov *– well, I'll leave that for others to judge. Personally, I think it's–* (That's enough! – Ed)
LM

JUST A QUICKIE

Dear Lloyd,
This is not another letter complaining about reviews or anything like that – just a couple of questions.

1. Where exactly is the PC Show being held in London?
2. When will FEAR appear in the shops? – a friend of mine is a horror fanatic.

Jason Campbell, Cardiff, South Wales.

This year's PC Show is being held at Earl's Court from the 14-18 September, though only the last three days will be open to the general public – come along and meet the ZZAP! team there (we'll all be going). FEAR has been on sale for almost a month now, with the next one due out soon.
LM



DO BACK-UPS GET YOUR BACK UP?

Dear Lloyd,
First of all let me say what a great idea the Classified Ads page is. Although unoriginal I think it is one of the best sections in the magazine, allowing swapping and cheap games to be purchased.

Now, whilst flicking through the pages of Issue 39, I discovered a double page spread advertising a back-up cartridge. I was under the impression some months back you decided not to print such ads due to their so-called promotion of piracy.

I for one, am glad to see the return of such utilities being advertised in full. I am of the opinion that they are an essential asset to any Commodore 64 owner. More than once I have had software which cost £10 or more chewed up by dirty heads on a datasette or simply fail to load due to ageing or bad storage (I confess to being thoughtless in such matters). The fact I had a back-up on hand is more relief than you can imagine.

The item in question also offers 'extras' which can be used for harmless fun. For example, the text modify mode which allows you to change hi-scores and title screen. Be the envy of your friends when they see how you've clocked up unsurpassable scores on all their favourite games! Another handy little gadget is the sprite monitor, allowing you to place Maria Whittaker in the war-zones of Vietnam or even making Rockford and Thingy battle it out in true Barbarian style.

Keep up the good work!
Kevin Hazelwood, Woolwich, London.

Back-up cartridges are not, in themselves, pirating devices – it's simply up to the user's conscience whether or not they use them for that facility. ZZAP! is advertising them in its pages again both to increase advertising revenue (and so provide a better, larger magazine) and because they provide the legitimate services you detail above.
LM

DO PIRATES DREAM OF MULTILOADED GAMES?

Dear Lloyd,
After reading the letters in recent issues of ZZAP! concerning the matters of piracy and software that uses multiloads, I thought I would write and air my views on the subjects.

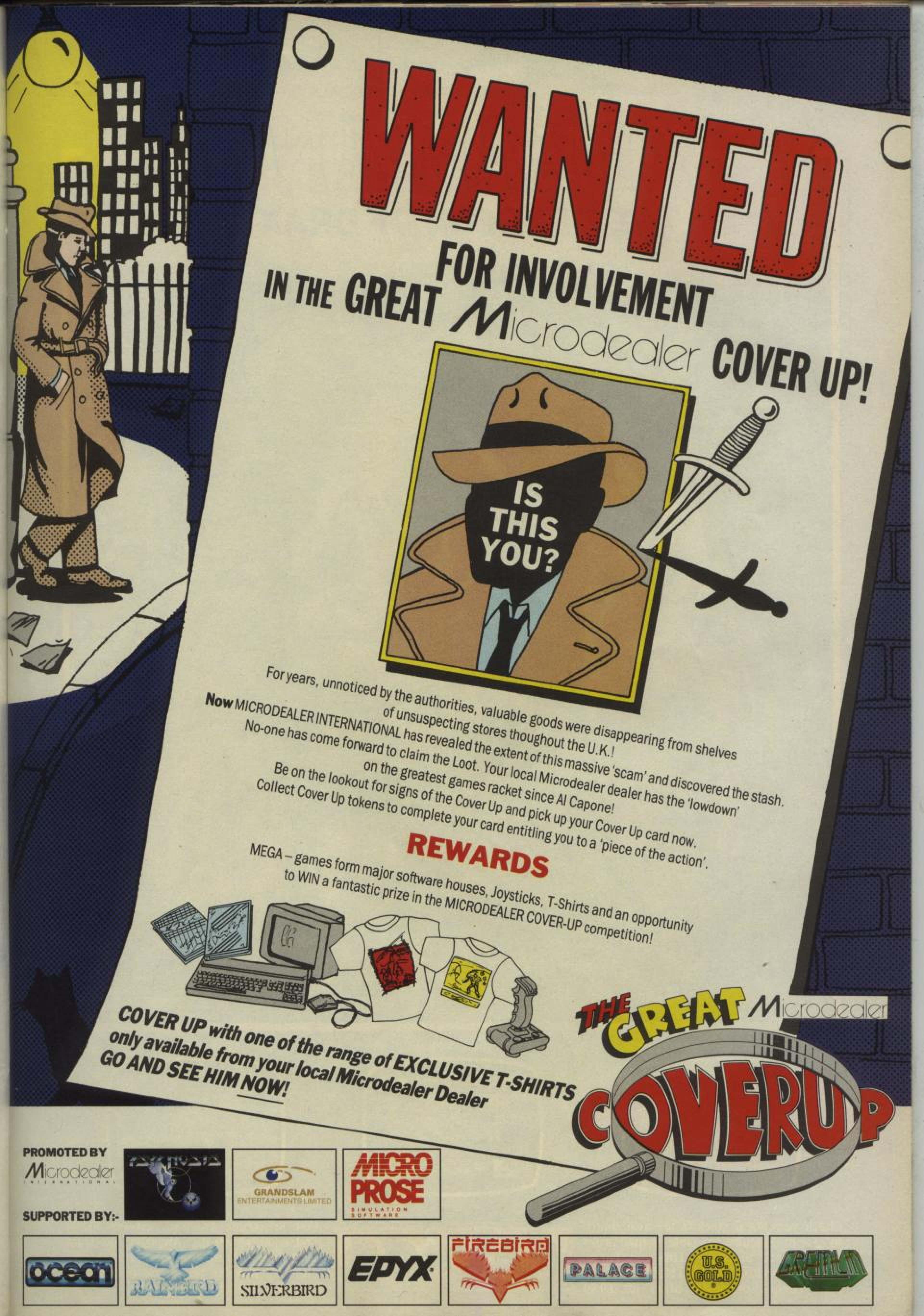
First of all, piracy. I personally have around twenty pirates: I'm not saying that this is a reason to condone piracy, but many of the games that I have as copies I would not have bought anyway. Although I like the games I have copied, they are not the type of quality I would expect if I forked out ten quid for them – in other words the software houses whose games I have copied have not lost a penny through my piracy. Also I don't pass on copies to friends for money or for free and so there is not any further distribution of the games that I copy.

One form of piracy that I strongly object to is that of the kind of piracy performed by hackers. Hackers obviously knock down the sales of software products because of the amount of distribution they do once they have cracked a game. The thing that really bugs me about hackers is that they are so proud of what they do; even though I have pirated software, I am not proud of the fact, and, if resources allowed I would have an entirely original collection. You'll probably think I am being completely hypocritical, but, that's your own personal view.

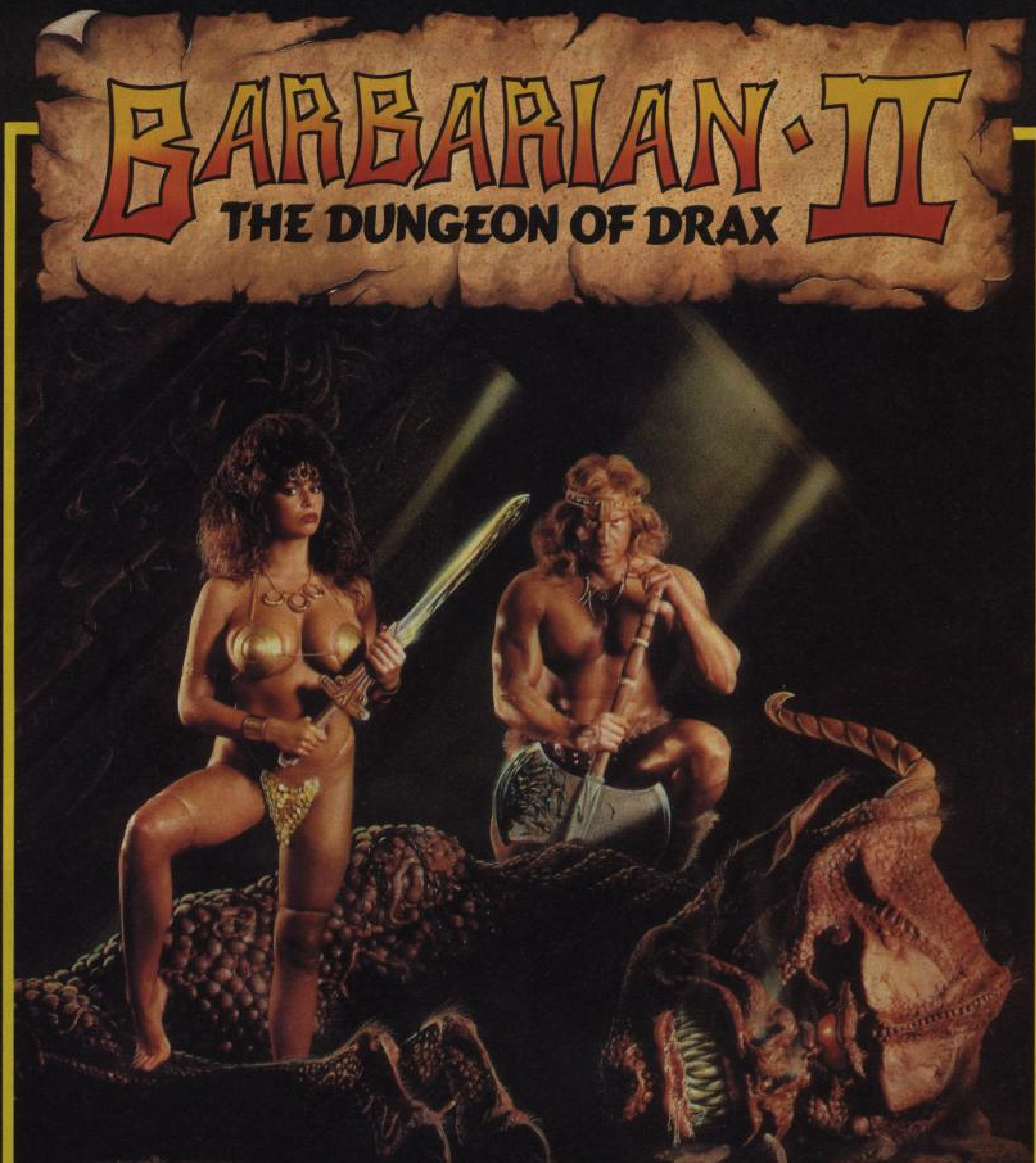
Now onto my second subject, multiloads. For most cassette users the thought of a multiload sends shivers down their spines at the mere contemplation of having to wait several minutes between levels. But, what if multiloads were released exclusively on disk? There would be outroar from cassette users! Prime examples of this were shown when *Infiltrator* and *Defender of the Crown* were released solely on disk. Cassette users felt left out and wanted versions of the games available on cassette format. The result was (for *Infiltrator* anyway, I never saw the tape version of *Defender of the Crown*) a poor multiload that horribly marred the game. For cassette users who buy multiload games only to moan I have one suggestion: instead of buying the games save the money. If you do this with just 13 full price games you can buy a disk drive and will never have to moan about multiloads again.
Yours sincerely, D Emmins, Stratford, London.

The only objection I have against your assertion that you wouldn't have bought the games you pirated is this: how do you know? You go on to say that if you had the resources you'd buy these games anyway . . . However, I agree with your views on multiloads – it certainly is worth saving to buy a disk drive, not only to enjoy quicker multiloading times but to appreciate games which have appeared on disk only: Alter Ego, Maniac Mansion *and the like.*
LM

Since I started reading your letters the weather's brightened up considerably, as has the mood in the Towers: Mr Tips Glancey is coming out with a stream of ancient Geordie phrases and Gordon has invested in a Doughnut and Treacle mine. Meanwhile, new boy Maff Evans is putting on his trendiest gear and trying to look cool. Sorry, Maff, but it just doesn't work. Anyway, I'm wandering a bit – if you've got anything to say – funny, sensible, rude or dull – just drop me a line at the address below and a £30 software voucher could be yours . . . LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. Toodlepip!



WANTED
FOR INVOLVEMENT
IN THE GREAT Microdealer COVER UP!
IS THIS YOU?
For years, unnoticed by the authorities, valuable goods were disappearing from shelves of unsuspecting stores thoughout the U.K.!
Now MICRODEALER INTERNATIONAL has revealed the extent of this massive 'scam' and discovered the stash.
No-one has come forward to claim the Loot. Your local Microdealer dealer has the 'lowdown' on the greatest games racket since Al Capone!
Be on the lookout for signs of the Cover Up and pick up your Cover Up card now.
Collect Cover Up tokens to complete your card entitling you to a 'piece of the action'.
REWARDS
MEGA – games form major software houses, Joysticks, T-Shirts and an opportunity to WIN a fantastic prize in the MICRODEALER COVER-UP competition!
COVER UP with one of the range of EXCLUSIVE T-SHIRTS only available from your local Microdealer Dealer
GO AND SEE HIM NOW!
THE GREAT Microdealer COVERUP
PROMOTED BY
Microdealer INTERNATIONAL
SUPPORTED BY:-
GRANDSLAM ENTERTAINMENTS LIMITED
MICRO PROSE SIMULATION SOFTWARE
ocean
RAINBIRD
SILVERBIRD
EPYX
FIREBIRD
PALACE
U.S. GOLD



Spectrum Version



Amiga Version



C64 Version

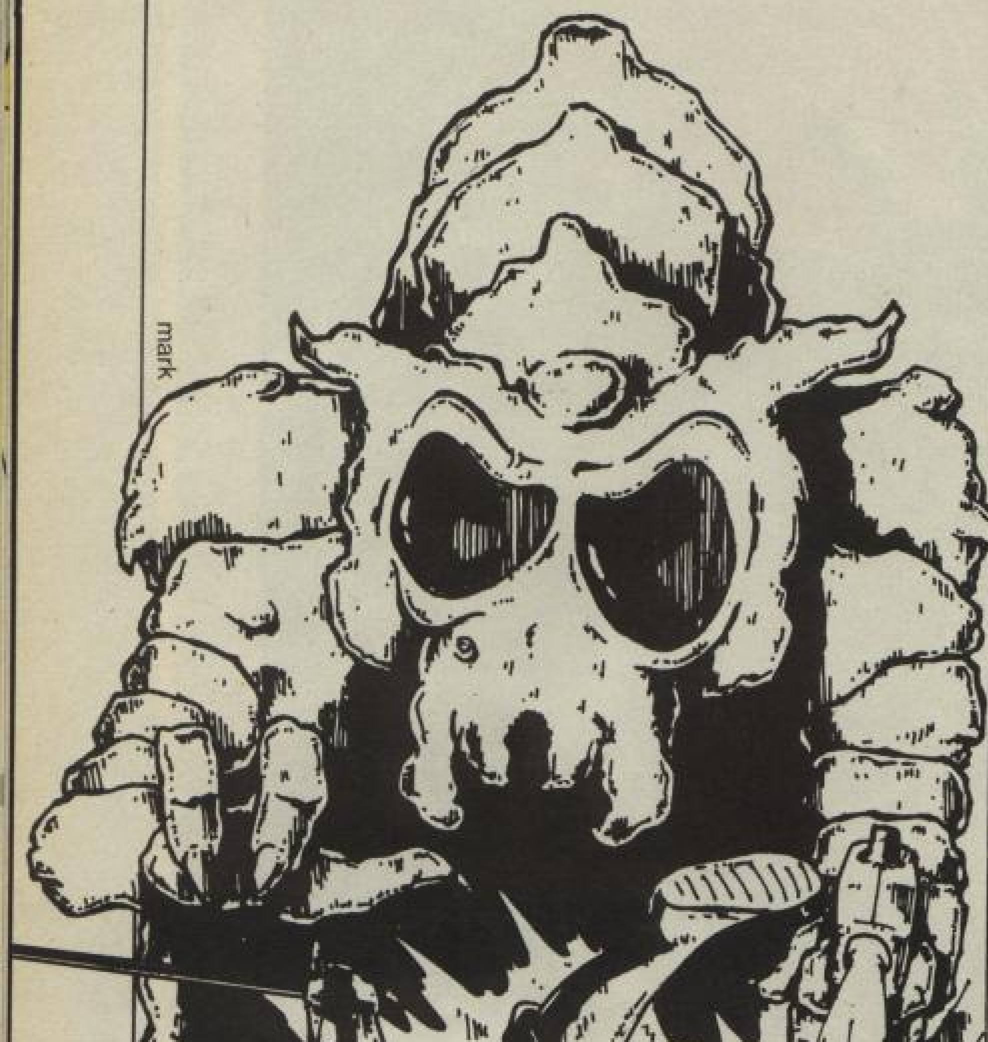


Check your local stockist for availability. In case of difficulty, available by mail order from: Palace Software, The Old Forge, 7 Caledonian Road, London N1 9DX. Send cheque or postal order for £9.99

PALACE

(C64, Spectrum, Amstrad cassette), £12.99 (C64 disk), £14.99 (ST, Amstrad, Spectrum disk), £19.99 (Amiga) plus 80p P&P. Access and Visa holders telephone 01-278 0751. Subject to availability.





They warned me about the new Editor. Told me he was bent on adventures, Hah! I'll show him who's bent . . . er on adventures that is. Whilst hanging him from the third storey window by his sock-suspenders, I talked him into letting me have ten pages this issue. If the elastic hadn't given way I might have squeezed twelve out of him. Fortunately for him, he bounces.

My first perusal this month concerns the post holocaust future of Mindfighter *and the plot by a sinister syndicate to control the remnants of humankind. Magnetic Scrolls rear their attractive heads again and produce an adventure to corrupt even the most innocent of us, and Alternative Software maintain their links with the adventuring fraternity by releasing another budget game,* Wiz Biz.

As well as reviews you'll find tips galore and so many maps you'll think you've bought an Atlas.

CORRUPTION

Magnetic Scrolls/Rainbird, £24.95 (Amiga)

The name Magnetic Scrolls is on all adventurous lips of late. It seems that every column one turns to is paying homage to Anita Sinclair and Co. This is no bad thing as the company is one of the best in its field. However, it does accentuate the lack of new adventure software currently being released. Like starving dogs grabbing at a piece of bone some kindly person has tossed their way, adventure-hungry people will snap up Magnetic Scrolls' latest game.

Corruption - a deviation from the standard adventure scenario - is made up fraud, deceit and sabotage. Taking the part of Derek Rogers you begin your first day as a new partner to David Rogers.



▲ Meet Theresa. Could she be part of all this *Corruption*?

The office you're given is nothing to write home about, comprising of tatty furniture and a musty atmosphere. As he shows you round, David senses your disapproval but says nothing. Telling you to feel free to ask him anything, he leaves you alone to settle in; your office adjoins that of your secretary's through which is accessed the all-important corridor.

Exploration of the office building reveals a non-functional lift, a reception area, boardroom, dealings room and the accountant's office. Most areas are occupied by characters with which interaction is recommended. Barbara, the cleaning lady, invites suspicion as she wanders freely around the building but rarely seems to actually clean anything. The accountant is only too happy to talk and answer your questions as long as David Rogers is not in the room. Your own secretary is a bit of a school ma'am – prim, proper and efficient – unlike David's who is a stereotype dumb blonde. David himself is always rushing off somewhere – and why does his secretary take early lunches?

Outside – a map for which is provided with the packaging – is your favourite restaurant where you have a lunch appointment with your wife, Jenny. Across the busy (and potentially deadly) road is the park inhabited by a tramp, whose actions are odd to say the least. The police station is nearby, a place which may be best avoided until you have a clearer picture of what is going on – and while you're out, why not pop into the local chemists and maybe buy something for the weekend?

Corruption is the kind of game one has to play again and again to get anywhere. Basically THEY are out to get you and gain information at any cost – being in the right place at the right time is a must. This may only be achieved by playing various stages of the game in different ways to discover who goes where to do what and why.

This is Rob Steggles' second game for Magnetic Scrolls (his first being *The Pawn*) and he is reported to be very interested in public reaction as the plot is not a typical adventure storyline.

The mechanics of *Corruption* are of the now-expected high standard, complete with beautifully detailed graphics which are great to look at but contradict the text. Characters and objects which are no longer described as present in the current location remain on-





▲ Lunchtime by the duck pond, but is all as it seems? Who is this innocuous looking bird-lover?

▼ Drive a BMW for only £24.95

screen in the graphics window. This is incredibly niggly of me to mention but I did find the picture content odd. The parser is at least as effective as in other Magnetic Scrolls adventures, although communication with characters is limited to asking or telling them about something or someone. The packaging comes complete with a casino chip (wow), Filofax-style notes and map and an audio cassette tape which requires your attention at certain points in the game.

Corruption may not appeal to hardened sword-wielding swash bucklers, but nonetheless I recommend it to all.

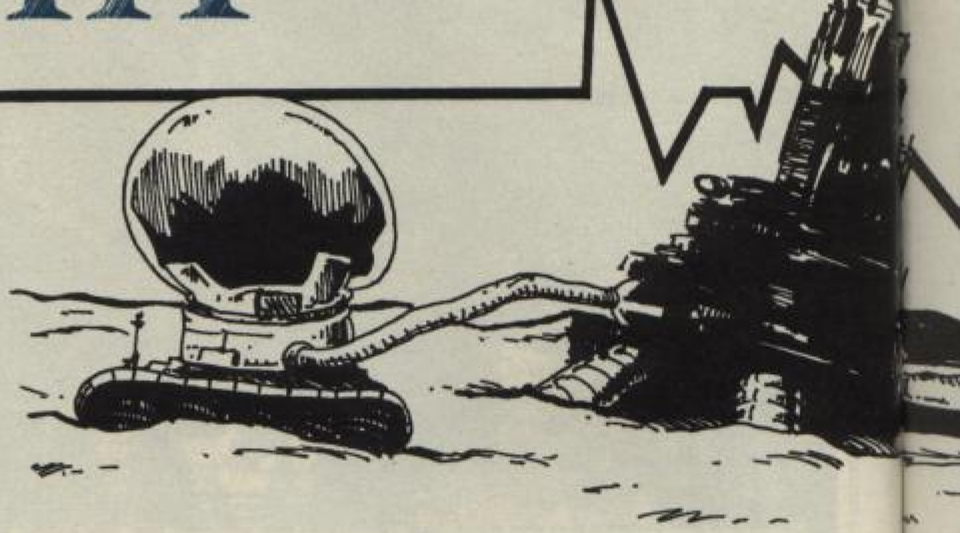
ATMOSPHERE	78%
INTERACTION	83%
CHALLENGE	82%
OVERALL	81%



HARLEQUIN HINDSIGHT

As requested by many, I continue to look at gone but not forgotten adventures for which, whilst wandering through your local bazaar, you may like to keep your eyes open.

The good news is that only this morning I received a message in my mind from Alternative Software, who informed me that they are to rerelease Tower Of Despair **(see last issue) price £2.99 . . . go and buy it!**



VALKYRIE 17

Ram Jam Corporation, £7.95 Cassette only

You arrive home one evening to discover a message on your answering machine. Something you had thought vanquished for good has returned to haunt you. Valkyrie 17 is active again!

Over the next few days a series of phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. From the fragmentary reports culled over the last 40 years you slowly begin to put the whole story together. Names emerge – Drakenfeur, Heinrich and Reichsmuller – and an indication of what Valkyrie 17 is all about is discovered in a blueprint.

A desperate call for help from the Glitz Hotel overlooking Lake Bruntz spurs you on to seek out Valkyrie 17. Your cover is good, very good. You spend a few days reconnoitering the area before making your way to Lake Bruntz. You check in to the Glitz Hotel hoping to follow the lead given by the plea for help.

On your way to the bar you sense movement in the shadows, a cracking blow to the back of your neck brings darkness. . . .

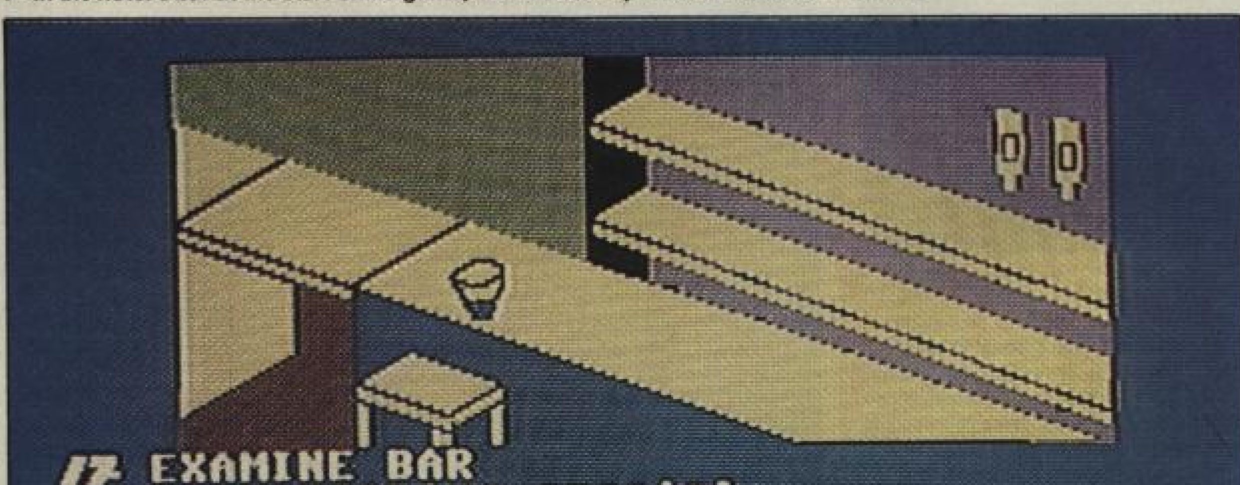
The adventure proper opens in the bar of the hotel: your first task is to get out without anyone realising you've left. Your aim is to find the German spy (codename Valkyrie 17) and thwart his plans to create the beam weapons which could bring about an unwanted result to World War II. Your search takes you through town, across snowy wastes, onto ski slopes and into cable cars.

The parser is adequate providing a quick response to input and a SAVE/LOAD option. The plentiful graphics are basic but sufficiently attractive to give tired eyes a diversion from reading text.

Valkyrie 17 was first released in 1985 for the Commodore 64/128 and ~~as such is~~ dated – however, if you can get your hands on it for less than a fiver you should not be disappointed.

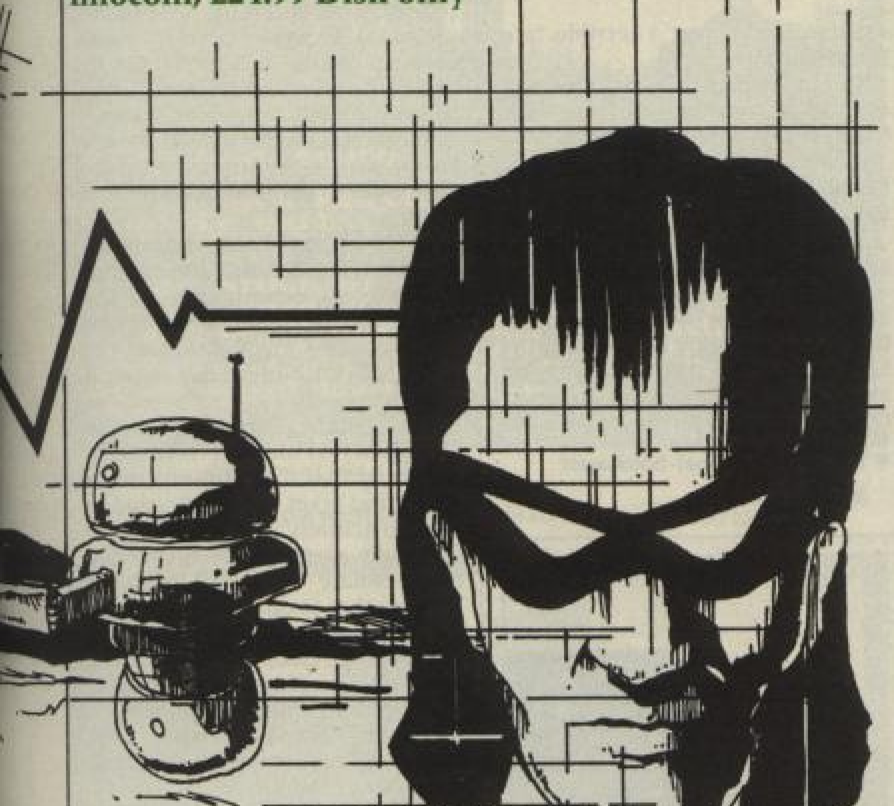
ATMOSPHERE	72%
INTERACTION	68%
CHALLENGE	70%
OVERALL	70%

► In the hotel's bar at the start of the game, and the Harlequin has women on his mind



SUSPENDED

Infocom, £24.99 Disk only



This is one of my all time favourites. You are in control of six robots, each of which has a distinct perception of the world and offers specific abilities within it. One specialises in sight, a second in hearing and a third in accessing information from computer memory banks. Through them you can hopefully solve an intertwined myriad of realistic and original problems.

Following your success in the semi-millenia lottery, you have the honour of serving as Contra's Central Mentality for the next 500 years. The title brings responsibilities, not the least of which is ensuring the survival of life on the planet. To this end you are placed in a state of limited cryogenic suspension, in which sleep-like mode your mind monitors the filtering computers and maintains the delicate balance of surface-side systems. Should an emergency occur you are awakened to ascertain the problem and perform such remedial actions as you deem necessary. Penalties for failure are permanent.

If every thing remained hunky dory there would be no adventure would there? And so the life-support systems on the planet's surface malfunction . . . the imbalance must be corrected before all is lost.

The six robots you control – Whiz, Auda, Poet, Waldo, Sensa and Iris – if used correctly can return the planet to relative calm. Communicating with the robots could not be simpler; input the name and the command – for example 'Whiz, get the container'. You may even get more than one of them to carry out instructions jointly or in sequence. The problems are tough to solve and an element of panic sets in as the planets life-support systems collapse around your ears.

Suspended can probably still be picked up at Commodore shows for around four pounds and is well worth every penny. The atmosphere, excitement and pure addiction of the game will provide hours of enchantment.

ATMOSPHERE	91%
INTERACTION	88%
CHALLENGE	93%
OVERALL	91%

WIZ BIZ

Alternative Software LTD, £1.99 cass only

Another adventure by Alternative Software, *Football Frenzy*, remains one of my all-time least favourite games, hence the trepidation I felt as *Wiz Biz* loaded.

During a particularly drunken session at the Duck and Plunger, you (Ralph) turned one of your ex-mates into a pink and black salamander. Once the spell wore off, Mike (the victim) seemed more than a little miffed. In fact, he abducted your good self - which is why you wake up, complete with hangover, in his castle. Escape is essential to your well being.

Written using the *Graphic Adventure Creator* - a utility which no-one has yet used to its full potential - *Wiz Biz* is a 'full colour graphic and text adventure'. All locations are accompanied by a picture, some of which are OK but they render the amount of text to a minimum.

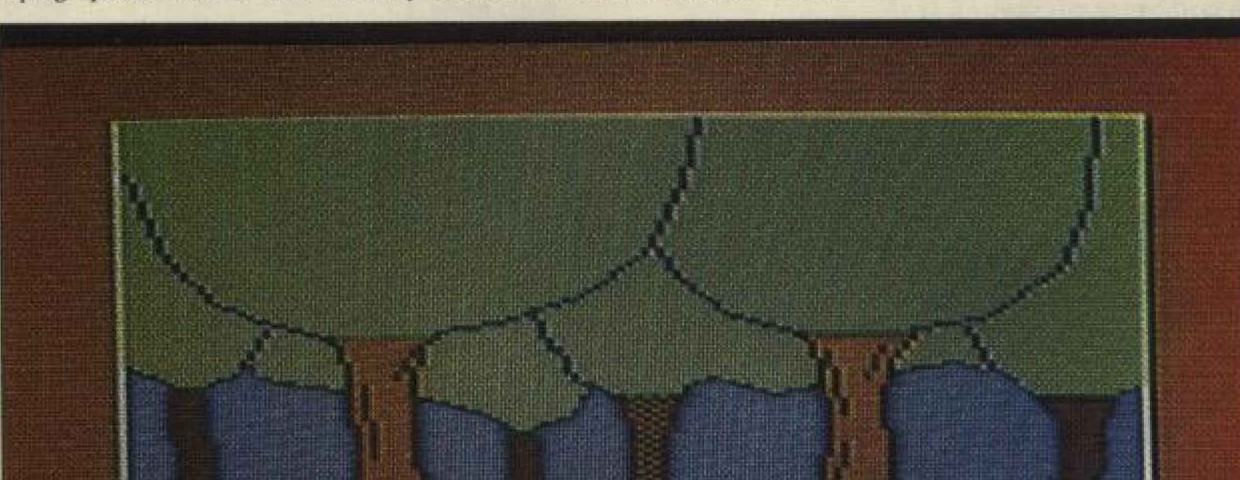
As in the case of the three witches in *Macbeth*, you have a familiar and your first problem is to remember his name so that he may help you escape. In the dungeon with you is a can of lager: drink it and the name will return to you in flash.

From here the game goes downhill. Your immediate surroundings consist of serpent pits, caves, smithys and more dungeons. A general direction of up is recommended to get into the castle and its gardens; items such as sausages, frying pans, tokens and soda syphons are lying around waiting for you to pick up and puzzle over. Mapping is illogical, the frustration of which is accentuated by the lack of gameplay and atmosphere.

Wiz Biz is written with tongue firmly in cheek and humour is omnipresent. If you are looking for a serious hack 'n' slay adventure in which you can swash your buckle and which consists of loads of prose and atmosphere - try another game.

ATMOSPHERE	22%
INTERACTION	45%
CHALLENGE	38%
OVERALL	33%

▼ **The Harlequin tries to follow his instincts for self-preservation**



MINDFIGHTER

Abstract Concepts, £19.99 disk, £14.99 cass

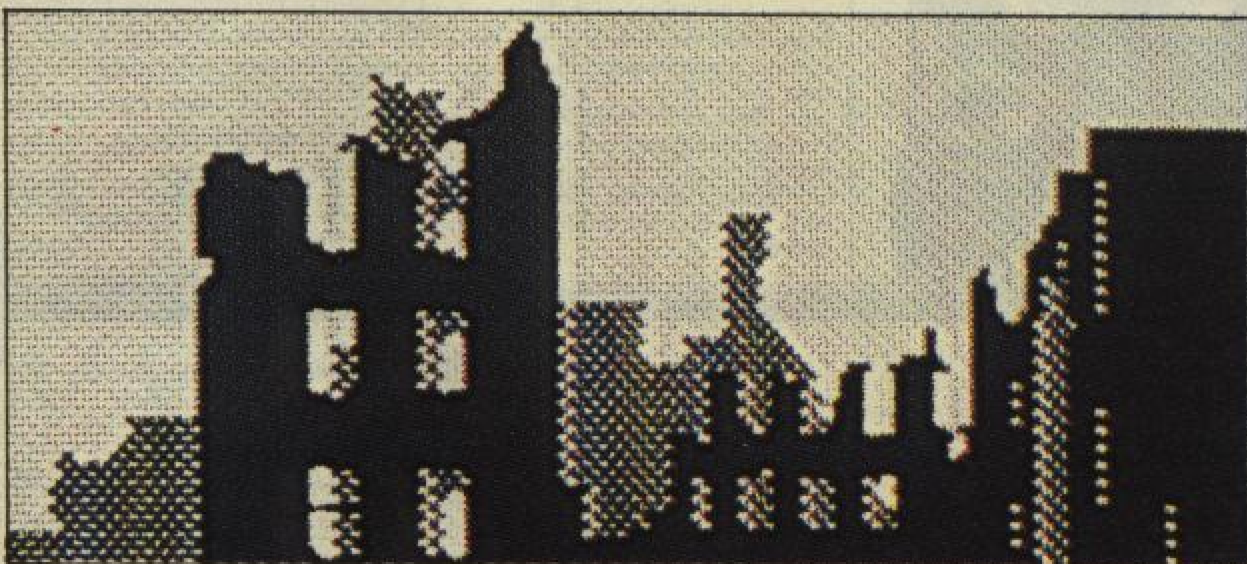
Abstract Concepts are a new label, although one of the names associated with them – Fergus McNeill – has been hanging around the adventure circuit for some years. His better known games include *The Boggit* and *Bored Of The Rings* – two adventures which I, personally, thought not very good; however, Fergus has at last finished work on his adventure writing utility, SWAN (system without a name) and it is with this and a story by Anna Popkess that *Mindfighter* has been created.

You are Robin, a young lad who has the uncanny capability of transporting his mind through time. While watched over by friends, he thinks himself to post-holocaust Southampton. As well as discovering horrors that should only haunt his darkest dreams, Robin stumbles across a fascist plot to control what is left of humankind. His time in the future is limited to 24 hours – is this sufficient to divert a terrible fate for the human race?

Robin begins his task atop a mound of shattered concrete slabs from which his surroundings – also seen by those watching from his own time – look most uninviting.

Down we go. Buildings, roads and people are wrecked and incur a feeling of depression on Robin – his moods can actually change from sad to happy depending on his experiences and successes or failures. A group of men are seen beating a dog to death and a man guilty of theft is dragged to the town square to have his hand cruelly amputated – both events depress.

▼ The rubble of post-holocaust Southampton



Nourishment is a necessary requirement and must be found to maintain health – beware, however, as water and food may be toxic. The air in places may also be contaminated, therefore protection of some kind is a must. People are present to be interacted with, although communication is limited.

Things I did discover included Daryl's need for the snowstorm; and a good examination of the rubble at the ruined Civic Centre reveals a way down; similarly, the dead dog is useful for dealing with wild foxes.

The main drawback with *Mindfighter* is one of confusion. Knowing that the syndicate needs thwarting gives little indication of how to actually go about the task. One may spend hours wandering the desolate landscape with no hint of what to do. There is no help routine and locations are illogically connected; however, the digitised graphics are suitably moody and, although monochromatic, are interesting. The parser is inadequate and game logic can get confused.

Looking very professional but playing a little like a Quilled game of old, *Mindfighter* will do well if only because of the lack of choice adventure players have at present.

ATMOSPHERE	68%
INTERACTION	54%
CHALLENGE	65%
OVERALL	61%



LORD OF THE RINGS
MELBOURNE HOUSE

SOLID SOLUTIONS

This month I begin a new solution, *Lord Of The Rings* from Melbourne House. Even though the game is not what we all hoped for I trust you will find the help useful – it may even persuade you to dust off your copy and give it another go. I promise the solution will not be as long or boring as the game.

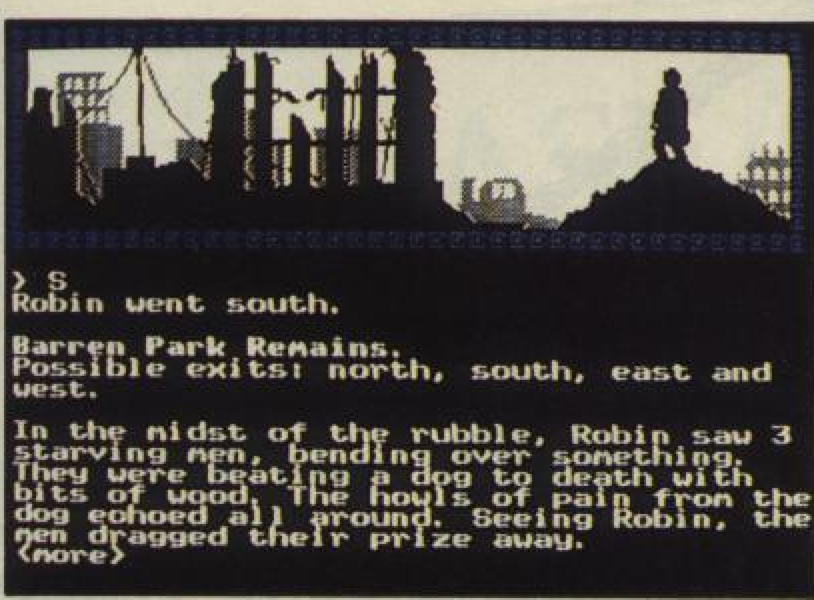
Unbelievably written by the same team who brought us *The Hobbit*, *Lord Of The Rings* was nothing in comparison, but it sold well and many of us with the patience of Job have struggled through, probably not getting anywhere much. Your days of frustration are over: ol' Harly babe brings you the complete solution . . .

There is more than one way to complete *LOR*, this solution is reached as Frodo.

Open the chest, drawer and cupboard and share all the items with your companions. The simplest way to achieve this is to fill a backpack with objects, close it and give to one of your friends – but whatever you, do don't forget the food.

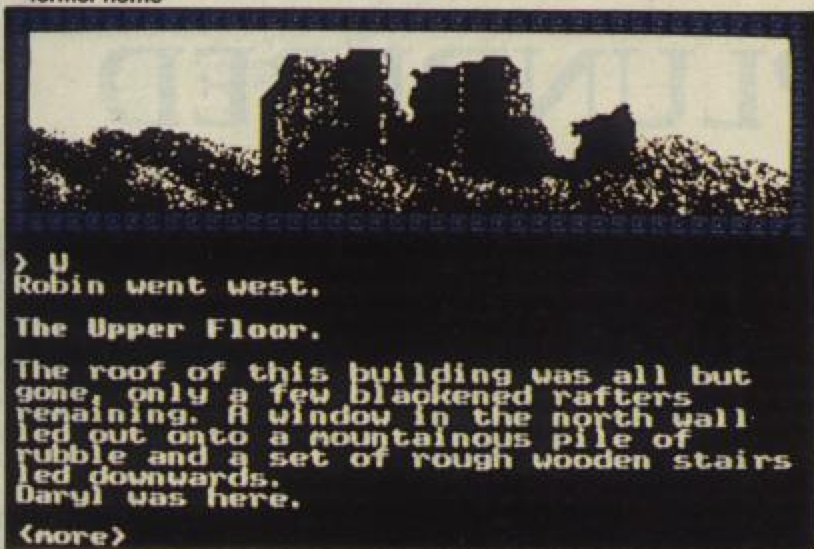
Finding Merry is your first priority: if you dally too long in getting to his cottage he disappears from the game leaving a message. Carrying only the food, proceed to the sandy beach and try to ditch Sam and Pippin along the way - all they really do is slow you down. From the beach go NE, SE, SE, S and E. Go through the yellow door into the cottage where Merry should be waiting for you; take the meal and, with Merry dogging your heels, return to the beach. An exploration of the surrounding area would no go amiss at this juncture. Head S to the crossroads and W to the town. Make sure you visit the Mayor's office at some point or the Hobbit guard will not let you pass. Upon entering the large hall, take the book and candle and return to the beach. Read the book and make sure your three friends do the same. Tell merry to swim in the lake; when he seems to be having trouble, Say To Merry 'Get Out'. If you now examine him you notice he is the proud owner of two jewels - courtesy of the watery tart. Take them off him.

Making sure you have food,



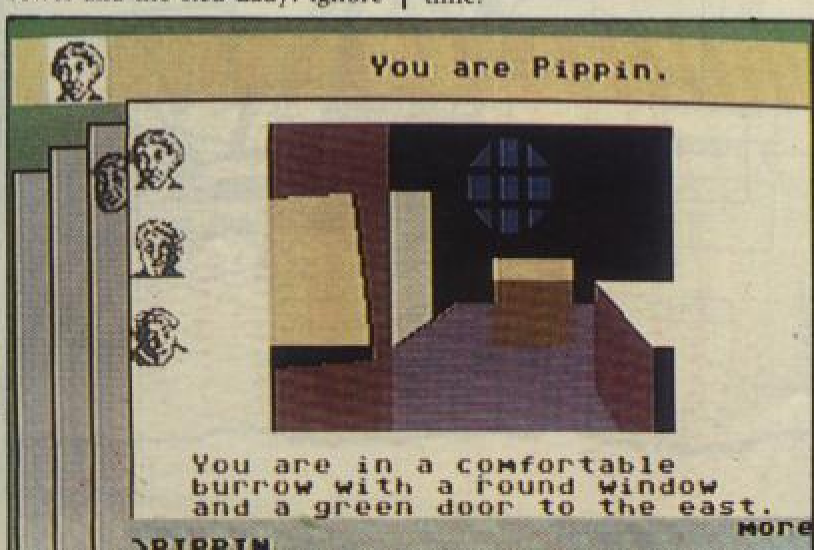
▲ Exploring the ruins of *Mind Fighter*

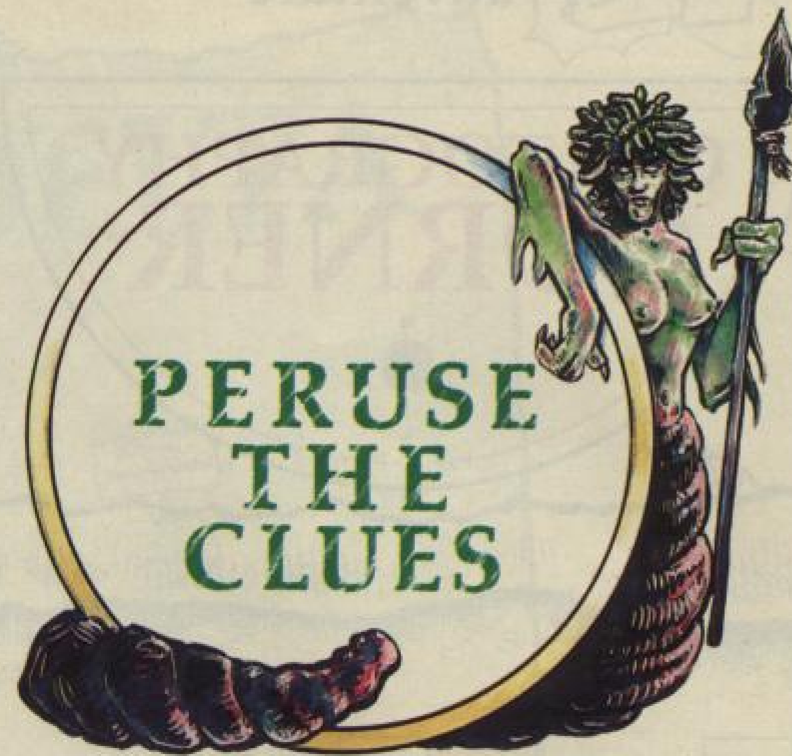
▼ From the roof of a derelict building, Robin surveys the ruins of his former home



only Sam (less his backpack) should accompany you as you begin the quest proper. Go W to a grassy bluff and W again to a plain, now travel S to the glade. SW, S, E, NE and SW takes you through the mini-maze to the foothills of the Blue Mountains. Get rid of Sam (nicely) and go W, S. In the monastery you receive instructions from the monk. N, W, N, W, and S takes you to the green tower and the Knight. Attack him at least three times and eat some food whilst doing so. Eventually you should defeat the knight and gain a broken medallion: go back to the Foothills where Sam should be waiting. SE takes you to the Red Tower and the Red Lady: ignore her question and stay out of the tower. Ask Sam to attack her (make sure he is strong enough) and take the gold medallion. Take the item back to the monastery and open the stone door. Go S and knock on the white door. Wait. Follow Radagast in to the observatory and read the scroll - it is part of a spell which will enable you to defeat the Black Riders. Wait in this location long enough and Radagast will give you the scroll and a green jewel. Go back to the sandy beach.

The response time of *LOR* should ensure that these instructions take you at least a month to work through. I'll give you more next time.





PERUSE THE CLUES

I am also pleased to present a multitude of hints and tips covering a whole Commodore of adventures. Read and learn . . .

The Causes Of Chaos, (CRL): Wear the barrel to descend the waterfall.

Drink the potion from the leather bottle to safely swim the lake.

Tie the rope to the telescope and climb down to get the crystal key.

Pour the salt over the steps to soak up the slime.

E, N, U, U, N, W, D, N will take you safely through the first maze.

To get past the troll on the bridge wear the headdress, and to avoid being overcome by the heat in the heart of the mountain, wear the elven cloak.

Dig in the sand for the book which subsequently leads to the ruby.

The Count is below ground level.

Rely on an unexpected ally to open the Count's coffin.

Castle Of Terror (Melbourne House): Examine the barrel to get the flint.

Examine the table and pot in the cottage, get the knife and drink the soup.

Talk to the man in the Inn and buy him a drink.

Examine the church and get the cross.

Drag the sack to reveal the loose ladder rung in the mill.

Turn the wheel outside the castle and insert the rung (pin).

Throw the rope to escape the castle and shout for help four times.

Zodiac (Incentive): Play the flute at the edge of the canyon.

Throw meat to the panther.

Attack the snake with the mongoose.

Tickle the giant with the feather.

Attack the terrorist with the gun.

Move the rock with the crowbar.

Tame the lion with the chair and whip.

Attack the mud monster with the hairdryer.

Give the bow to the Innkeeper.

Corruption (Magnetic Scrolls): Proceed from your office to the toilet as soon as you have taken everything from the filing cabinet. Retrieve the cocaine from the cistern.

Take the cheque from your secretary.

Get the screwdriver from the BMW's glove compartment. Break the Volvo's window with the screwdriver.

Go to Theresa's office for ten o' clock and pick up the perfumed letter.

At 11.25 dial Peter to overhear a conversation between Bill and David.

Micro Mud (Virgin): To not be crushed by the waterfall enter with an open umbrella.

Use the pick to open the gate in the dwarven realm.

Close the cupboard to allow access to the secret attic in the cottage.

Drop the icicle in the pond to get the pendant.

Flip the pancake to gain points.

Wolfman (CRL): *PART ONE*

To safely leave the first location: search room, open chest, get tunic, remove doublet, burn doublet, wear tunic, examine hands, wash hands, look mirror, wash face.

PART TWO

To avoid killing the traveller under the bridge: look water and close eyes.

To get past the skeleton in the caves: throw the flint at it.

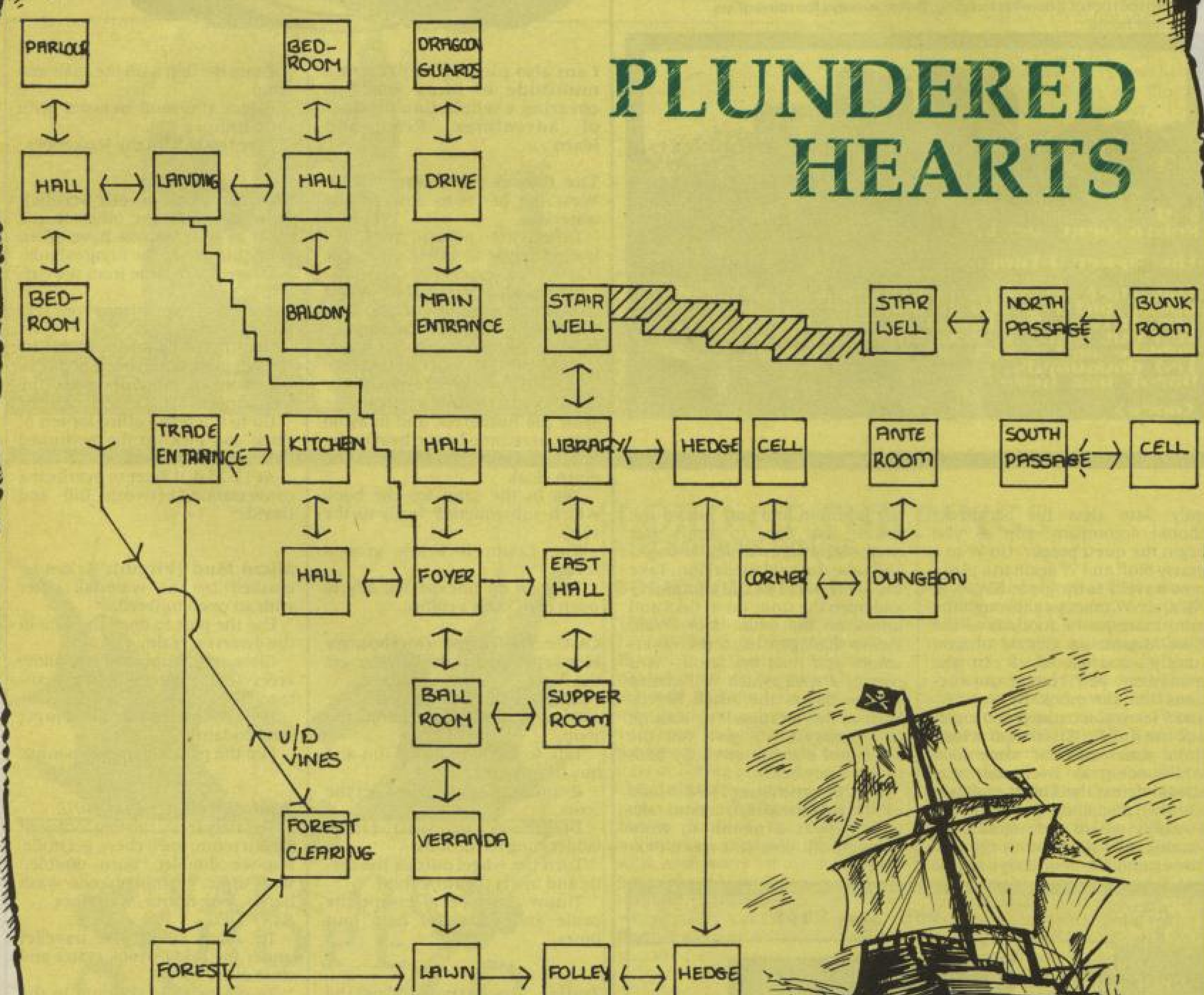
To get through the hole in the roof get the coffin and stand it on its end.

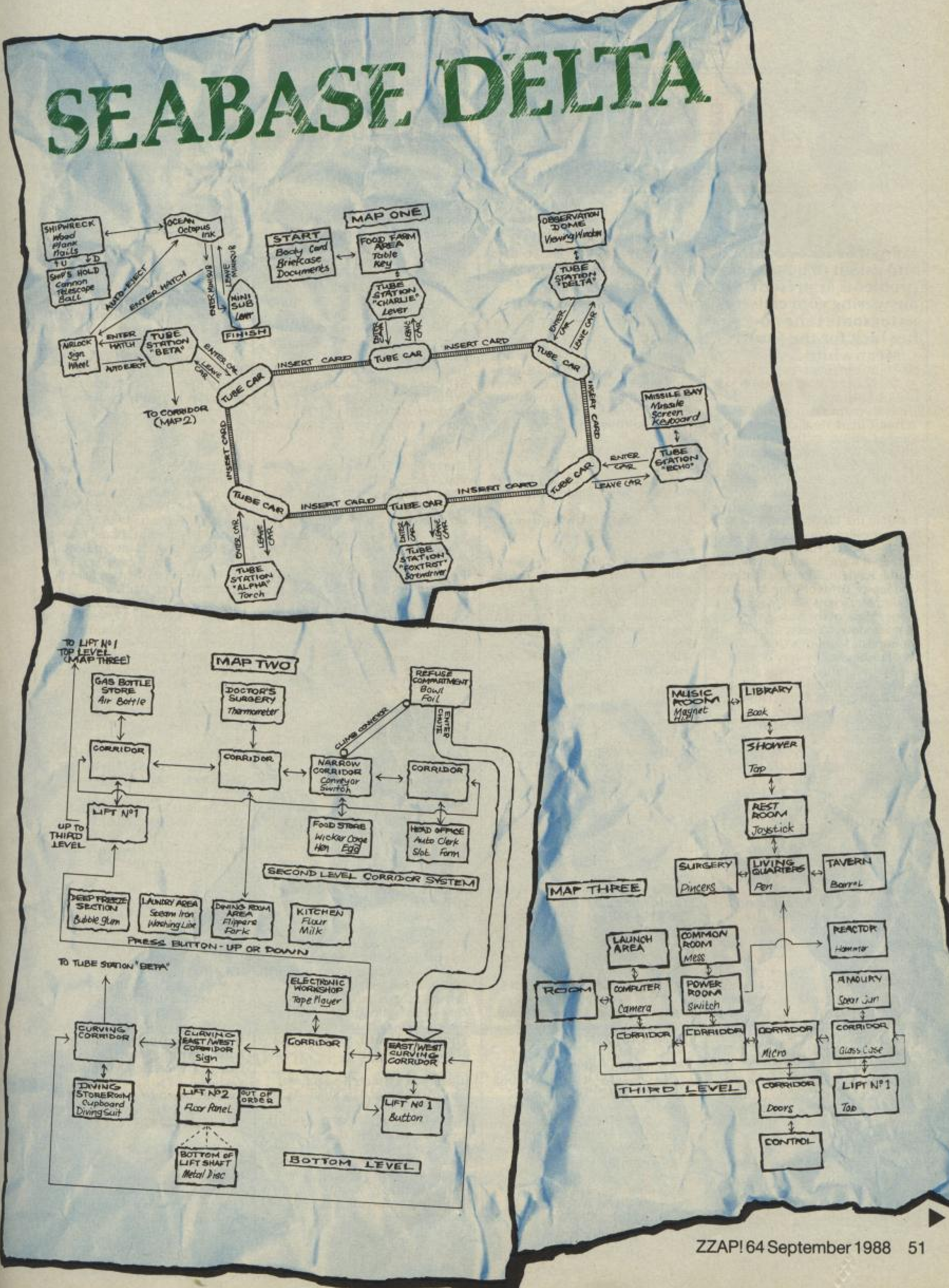
PART THREE

To deal with the hunters by the fire: look around, climb tree, look around, drop pouch of powder onto fire. ▶

CARTOGRAPHY CORNER

PLUNDERED HEARTS





SEABASE DELTA
MAP ONE
SHIPWRECK Wood Plank Nails
OCEAN Octopus Ink
SHIP'S HOLD Cannon Telescope Ball
AUTO-EJECT
ENTER HATCH
ENTER MINISUB
LEAVE MINISUB
MINI SUB Lever
FINISH
START Body Card Briefcase Documents
FOOD FARM AREA Table Key
OBSERVATION DOME Viewing Window
TUBE STATION "DELTA"
TUBE STATION "CHARLIE" Lever
AIRLOCK Sign Wheel
ENTER HATCH
AUTO EJECT
TUBE STATION "BETA"
ENTER CAR
LEAVE CAR
TUBE CAR
INSERT CARD
TO CORRIDOR (MAP 2)
MISSILE BAY Missile Screen Keyboard
TUBE STATION "ECHO"
TUBE STATION "ALPHA" Torch
TUBE STATION "FOXTROT" Screwdriver
MAP TWO
TO LIFT No 1 TOP LEVEL (MAP THREE)
GAS BOTTLE STORE Air Bottle
DOCTOR'S SURGERY Thermometer
REFUSE COMPARTMENT Bowl Foil
CLIMB CONVEYOR
ENTER CHUTE
CORRIDOR
NARROW CORRIDOR Conveyor Switch
LIFT No1
UP TO THIRD LEVEL
FOOD STORE Wicker Cage Hen Egg
HEAD OFFICE Auto Clerk Slot Form
SECOND LEVEL CORRIDOR SYSTEM
DEEP FREEZE SECTION Bubble Gum
LAUNDRY AREA Steam Iron Washing Line
DINING ROOM AREA Flippers Fork
KITCHEN Flour Milk
PRESS BUTTON - UP OR DOWN
TO TUBE STATION "BETA"
ELECTRONIC WORKSHOP Tape Player
CURVING CORRIDOR
CURVING EAST/WEST CORRIDOR Sign
EAST/WEST CURVING CORRIDOR
DIVING STOREROOM Cupboard Diving Suit
LIFT No2 Floor Panel
OUT OF ORDER
LIFT No 1 Button
BOTTOM OF LIFT SHAFT Metal Disc
BOTTOM LEVEL
MAP THREE
MUSIC ROOM Magnet
LIBRARY Book
SHOWER Tap
REST ROOM Joystick
SURGERY Pincers
LIVING QUARTERS Pen
TAVERN Barrel
LAUNCH AREA
COMMON ROOM Mess
REACTOR Hammer
ROOM
COMPUTER Camera
POWER ROOM Switch
AMOURY Spear Gun
CORRIDOR Micro
CORRIDOR Glass Case
THIRD LEVEL
CORRIDOR Doors
LIFT No1 Top
CONTROL



Margot Stuckey of Marayong, Australia wrote to me and asked to be taken out of the column. She has problems at present which prevent her from answering your calls for help. Margot has been with us for some time now . . . we shall miss her but wish her luck for the future.

Meanwhile . . .

Adventureland, Adventure Quest, Arrow of Death I, II, Ballyhoo, Blade of Blackpoole, Borrowed Time, Buckaroo Banzai, Castle of Terror, Circus, Colditz, Crystals of Carus, Cutthroats, Dallas Quest, Dungeon Adventure, Emerald Isle, Empire of Karn, Enchanter, Erik the Viking, Escape from Pulsar 7, Espionage Island, Eye of Bain, Feasibility Experiment, Forest at the Worlds End, Ghost Town, Golden Voyage, Gremlins, Gruds in Space, Hampstead, Heroes of Karn, Infidel, Invincible Island, Kayleth, Kentilla, Leather Goddesses, Lords of Time, Lucifer's Realm, Magicians Ball, Magic Stone, Mask of the Sun, Mindshadow, Mission Asteroid, Moonmist, Mordon's Quest, Mystery Funhouse, Mystery of Munroe Manor, Ninja, Perseus and Andromeda, Pharaohs Tomb, Pirate Adventure, Planetfall, Pyramid of Doom, Rebel Planet, Red Moon, Return to Eden, Ring of Power, Robin of Sherwood, Savage Island I, Secret Mission, Ship of Doom, Sorceror, Sorceror of Claymorgue Castle, Souls of Darkon, Spellbreaker, Spiderman, Strange Odyssey, Tass Times, Ten Little Indians, The Count, Golden Baton, Hobbit, The Institute, Jewels of Babylon, The Journey, Never Ending Story, Pawn, Time Machine, Wizard and Princess, Quest of Merravid, Tower of Despair, Tracer Sanction, Twin Kingdom Valley, Ultima I, III & IV, Urban Upstart, Ulysses and the Golden Fleece, Valkyrie 17, Velnors Lair, Voodoo Castle, Warlords, Waxworks, Winter Wonderland, Wishbringer, Witches Cauldron, Wizard Akyrz, Wrath of Magra, Zork I, II & III, Zzzz . . .
Bob Shepherd, 106, Highfield Street, Coalville, Leicestershire.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker
Nigel 'Nemesis' Richardson
Tel: 01 360 8325

Hulk, Spiderman, Voodoo Castle, Hobbit, Pirate Adventure, Merry Christmas, Robin of Sherwood, Price of Magik, Lord of the Rings.
Nigel Leather, 45 Moreton Street, Winnington, Northwich, Cheshire CW8 4DH. Tel: 0606 781028

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, FIfe KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, All early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Tracer Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Never ending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Koboyashu Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail.
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz.
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild Of Thieves.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Castle of Terror, The Hobbit, The Hulk, Mindshadow, Holy Grail, Redhawk, Snowball, Subsunk, Twin Kingdom Valley, Voodoo Castle.
Jeff Gillan, 50 Tynedale Crescent, Penshaw, Houghton–Le–Spring, Tyne and Wear, DH4 7RP.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III. **Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.**

Dracula, Frankenstein I, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Sala Bim.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP. Tel: 0742 656328

The Hobbit, Seastalker, Trinity, Leather Goddesses, Beurocracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

Heroes Of Karn, Empire Of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest For The Holy Grail, Lord Of The Rings, Price Of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate.
Steven Coomber, 6 Maysfield Close, Portshed, Bristol. BS20 9RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland. EH30 9NA


CHUBBY GRISTLE
CHUBBY GRISTLE, A CLASSIC PLATFORM GAME WITH DANGER AT EVERY TURN. WILL HE BECOME A ONE TON GIANT OR WILL HE END UP AT THE HEALTH FARM OR THE GYM? HIS FUTURE IS IN YOUR HANDS
ONE OF THE MOST ADDICTIVE PLATFORM GAMES EVER.
M.C.P. CAR PARKS
JOB'S WORTH
COMING SOON
AVAILABLE FOR: ATARI ST & AMIGA £19.95; C64 DISK £14.95; AMS CPC DISK £14.95; C64 CASSETTE £9.95; AMS CPC CASSETTE; SPECTRUM & MSX £8.95.
GRANDSLAM ENTERTAINMENTS LTD. 12-18 PAUL STREET LONDON EC2A 4JS
GRANDSLAM
Write now for your copy of Chubby Gristle. Send a cheque or postal order to Grandslam Entertainment Ltd., Units 1 & 2, Conlon Developments, Watery Lane, Darwen, Lancs BB3 2ET. POST & PACKING FREE! OR Phone 01-247 6434 our Credit Card Hotline (Access or Visa)



Screen shots from CBM version.



The thunderous world of destruction .... the ultimate race against death, Roadblasters delivers all the gripping action and high speed thrills of the arcade spectacular.







CBM 64/128
£9.99t – £14.99d

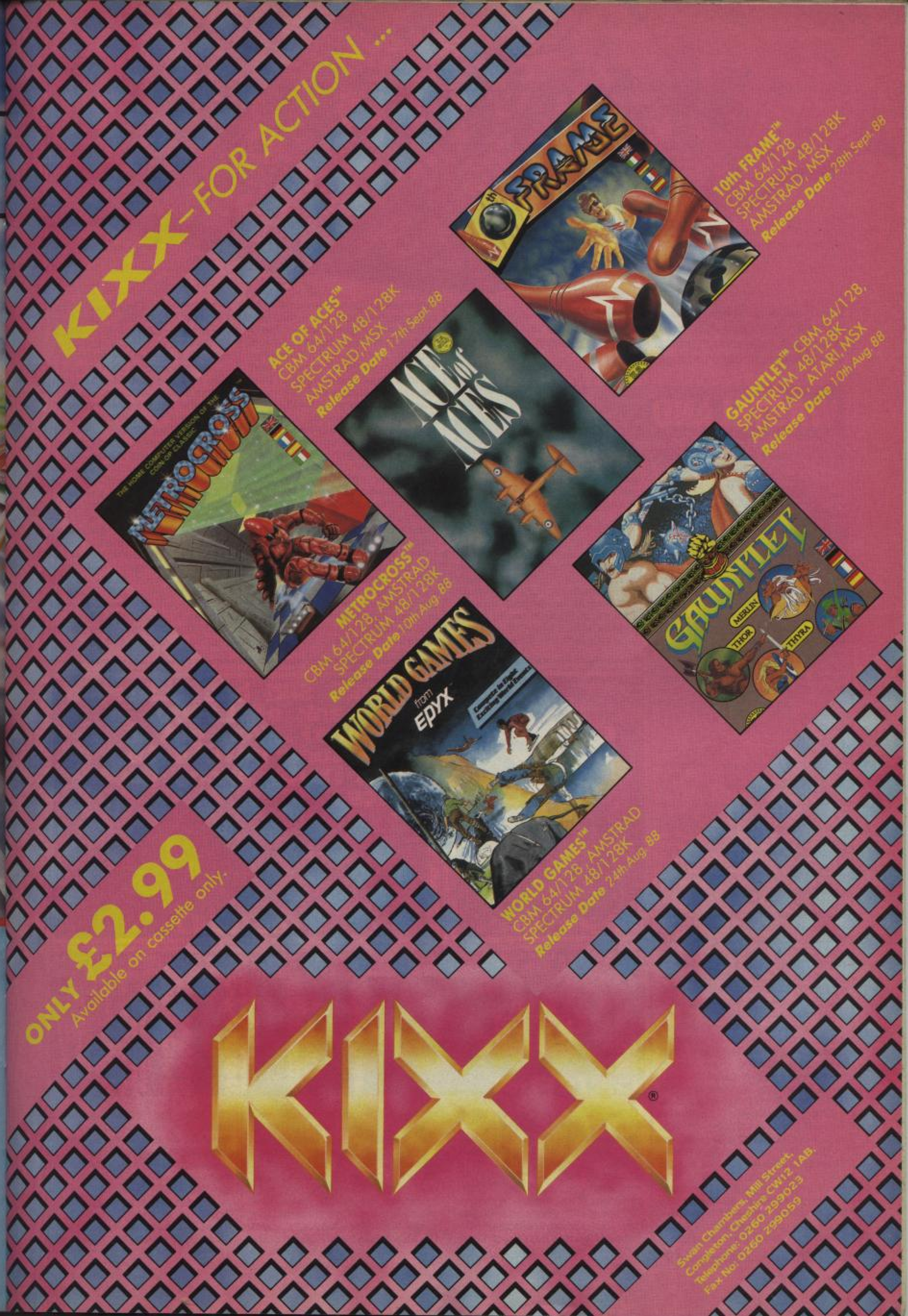
SPECTRUM 48/128K
£8.99t

SPECTRUM +3
£12.99d

AMSTRAD
£9.99t – £14.99d

ATARI ST £19.99d **AMIGA** £24.99d

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.


KIXX – FOR ACTION ...
ACE OF ACES™
CBM 64/128
SPECTRUM 48/128K
AMSTRAD, MSX
Release Date 17th Sept. 88
ACE of ACES
10th FRAME™
CBM 64/128
SPECTRUM 48/128K
AMSTRAD, MSX
Release Date 28th Sept. 88
10th FRAME
THE HOME COMPUTER VERSION OF THE COIN-OP CLASSIC
METROCROSS
METROCROSS™
CBM 64/128, AMSTRAD
SPECTRUM 48/128K
Release Date 10th Aug. 88
GAUNTLET™ CBM 64/128,
SPECTRUM 48/128K
AMSTRAD, ATARI, MSX
Release Date 10th Aug. 88
GAUNTLET
MERLIN
THOR
THYRA
WORLD GAMES
from
EPYX
WORLD GAMES™
CBM 64/128, AMSTRAD
SPECTRUM 48/128K
Release Date 24th Aug. 88
ONLY £2.99
Available on cassette only.
KIXX®
Swan Chambers, Mill Street,
Congleton, Cheshire CW12 1AB.
Telephone: 0260 299023
Fax No: 0260 299059

MANOEUVRES

With Philippa Irvine

Philippa's sorties into the field this month have brought her into the realm of SF fantasy with Wasteland **and, on a more practical level, into DIY wargame construction, courtesy of SSI.**

WASTELAND

Electronic Arts, £19.99 disk

SIZZLER

Computer roleplaying games are often reviewed in 'Manoeuvres', and from the sceptical standpoint of a live roleplaying purist – convinced that a form of entertainment that relies on human interaction and is practically a kind of improvised theatre couldn't possibly be reproduced on a computer – I have come to enjoy this subgenre of the strategy gaming world greatly. A good computer RPG can offer hours of continuous absorbtion, being less frustrating than text adventures (which, like cryptic crosswords, stop being fun when you get stuck) and less serious and technical than straightforward wargames. But having had a fair number pass through my disk drive, I have also got tired of the clichéd, unimaginative and humourless settings and plotlines offered as standard. Far too many RPGs use scenarios that would have seemed antiquated even in the early days of D&D.

Having complained about this loud and long in recent issues, I'm delighted this month to have received *Wasteland* for review. *Wasteland* comes from EA, who also publish the more conventional *Bard's Tale* series, and is an RPG set not in the orc-infested pastures of Fantasia but the irradiated wastelands of post-holocaust America.

In a few explanatory paragraphs, the game designers boldly root their scenario in the immediate future. Ten years from now, in 1998, America is to have completed a space station which the Russians insist is a military launching platform. Tensions grow, and the nations of the world line themselves up behind the two superpowers. But two weeks before it is due to go into operation, the space station transmits a distress signal and, mysteriously, all the satellites orbiting the planet disappear. The response of the superpowers is carefully considered and rational: they discharge their nuclear arsenals at each other. Civilisation As We Know It is neatly destroyed, though convenient pockets remain here and there in a state of anarchy most conducive to adventurers.



The player takes on control of a party of Desert Rangers. The Desert Rangers follow in the great tradition of the Texas and Arizona Rangers, and were formed to help survivors of the holocaust rebuild their communities. They come from the strongest and most successful of the surviving settlements, descended from a group of Army Engineers who were working in the southwestern deserts when the nuclear attack began. Seeking shelter, they turfed out the inhabitants of a newly-constructed federal prison and invited the surrounding survivalist communities to join them. This prison is now known as the Ranger Centre.

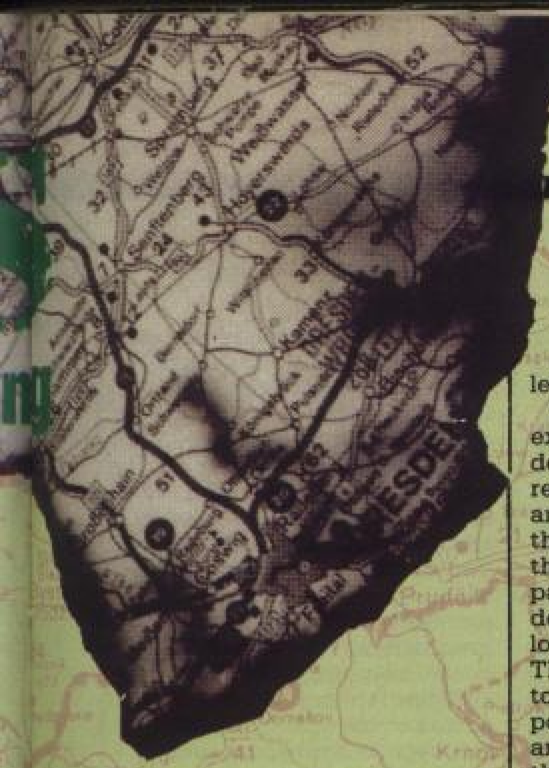
There have been disturbances in the desert recently, and it is the duty of the Desert Rangers to go out and investigate them. The player is give no more information than this in the introduction to the rulebook, which lets down the atmosphere just a bit; surely the real Desert Rangers would know the nature of the 'disturbances', and have some theories about who or what might be causing them and how serious they were? The brief is really 'explore the desert and its scattered pockets of civilisation, and discover what you're supposed to be doing as you go along'. Fair enough.

Many games of this type insist that the player has a blank formatted disk to hand to use as 'character disk' and very often an extra one is required to save the game. I always find this irritating, for blank disks, like safety pins and policeman, are never around when you need them. *Wasteland* absolutely requires you to have four disks. Four! And unless you have them, you can't play the game at all. The reason for this lies in the nature of the gameplay, which constantly alters the state of the map and the position of objects and the lives of NPCs – and at least the requirement is clearly advertised on the front cover. The first two hours after purchase are spent copying four sides of data onto the disks, and silently vowing to be very cross indeed if the game itself turns out not to be worth the wait.

Once you finished you do at least have the comfort of knowing that the original two disks spend most of their time safely in the packet, and you're working with back-up copies. And if anything goes disastrously wrong in the course of play, you can repeat the process and go right back to the beginning.

Initially, the player commands a party of four Desert Rangers. The party can be expanded to seven by the recruitment of three NPCs met in the course of play. For the player who wants to get straight on with the game, four pregenerated characters are provided. New characters can be created in the Ranger Centre.

Characters have a standard set of RPG attributes: strength,



intelligence, luck, speed, agility, dexterity and charisma. Most of these affect the character's ability in play in some way or another, and they can all be used directly in situations where the player thinks they might be of some advantage; using strength, for instance, can force open a locked door, and charisma can charm an NPC into talking. Attributes are generated at random, and you can 'roll' continuously until you get a set you want. Hardened RPGists might regard this is as cheating, but it seems unimportant in a computer game. The character has a number of skill points initially equal to his intelligence rating, and the player uses these to buy a variety of skills from a generous selection detailed in the rulebook. The skills are an important part of the game. Their availability is restricted by the characters' IQ. While someone with an IQ of 3 can learn to swim or fire a rifle, an IQ of 16 is required to learn cryptology. The most advanced subject is metallurgy. Skills are all fairly cheap to buy at level one, and it's possible to get the entire range between the four characters. Raising the level of the skill costs double what the previous level cost.

Once the party is assembled, exploration can begin. The wilderness map is conventional and reasonably attractive, showing an overhead view of a landscape that conspicuously fails to look threatening or irradiated. The party crunches across plains and desert, heading for interesting-looking features in the horizon. The three nearest settlements to the Ranger Centre are Highpool, the Agricultural Centre and the Rail Nomad's Camp – these are mentioned in the introduction as places to search for clues – but there are plenty of other mysterious and dangerous locations to get killed in. Wandering too far into the radiation zones is fatal, but I suspect that equipment as yet undiscovered by me will enable the party to survive such trips. Random encounters with belligerent inhabitants of the wasteland such as Nuke Pooches and Wasteland Warriors hamper progress but not irritatingly so.

Combat is smooth and swift. Each character starts the game in possession of a basic firearm and a clutch of cartridges, and when a hostile group is encountered the player is given the choice of several actions for each character in the coming combat round. These orders, and the opponent's response to them, are processed in order and described in a scrolling message. Once a character loses all his hit points he is rendered unconscious, but recovers spontaneously if left alone by the enemy. Combat, particularly with large packs of unintelligent monsters, can sometimes drag on too long to be enjoyable. Once the party's weapon skills have improved, accurate and damaging firepower usually gets rid of the enemy in a couple of rounds. These are clumsy aspects to the combat system – it's frustratingly difficult to run away, for instance – but on the whole it's satisfying.

There are shops in many of to investigate.

The real meat and interest of the game is contained in the locations, which, when entered on the main map, resolve into a smaller and much more varied map. The 'towns' of *Wasteland* are not the standardised cityscapes of games like *Ultima*, but excitingly different and unexpected. Highpool, close to the Ranger Ventre, seems to be the remains of an American summer camp and is populated by a disturbing race of mutant teenagers. The Agricultural Centre lets the player's party loose on fields of giant turnips, carrots and wheat, infested by equally large and vicious bunny rabbits. The rail Nomads live in trucks and tents. Further to the northwest is the city of Quartz with streets of dangerous buildings these places, buying and selling equipment, and healers who will cure diseases and restore hit points for a price. Often the use of skills and attributes will uncover hidden entrances to underground mines and concealed passageways, and there are many different characters to meet and converse with. The screen display is enhanced by frequent passages of text describing what the party sees, and this is supplemented by the ingenious use of a book of 'paragraphs' supplied in the packaging. When appropriate, the game prompts the player to a particular numbered paragraph in the booklet and information too wordy to be contained on the disk is imparted in the time-honoured way. The only problem with this system is the temptation to cheat and search through the paragraphs for clues!

The variety of different places to be explored, the generous use of text, the complexity of the interlocking clues and quests and the sheer sense of excitement and anticipation make *Wasteland* the best computer RPG I've seen for a long time. My favourable reaction is not entirely due to the 'originality' of the scenario (there's nothing particularly original in an absolute sense about a post-holocaust setting), but I think the background provides more scope for interesting objects, characters and situations. If you can afford it, buy it; there's hours and hours of entertainment in it.

PRESENTATION 85%
On the whole excellent, though there are a few awkward moments in combat and a strange bug that sometimes doesn't require a character to have bullets in his gun when he fires it.

GRAPHICS 81%
Above average for the game type, with stylish artwork for various monsters encountered.

RULES 87%
Every aspect of the game system is well laid out and explained in detail, and the book of paragraphs is an ingenious idea.

PLAYABILITY 92%
The sense of anticipation is very great.

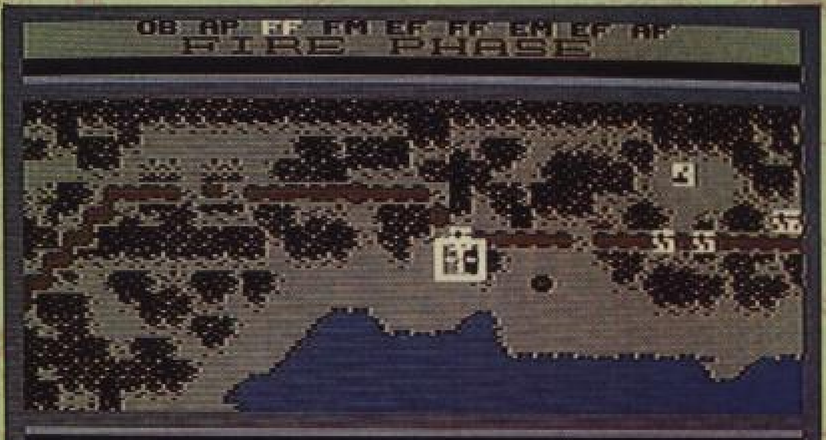
OVERALL 95%
A thoroughly absorbing game.

WARGAME CONSTRUCTION KIT

SSI, £19.99 disk



or many years, text adventurers have been able to write their own examples of their favourite game type without resorting to learning machine code. Some would complain that utilities like the classic *Quill* enabled too many imaginative people to churn out carbon-copy adventures too easily, and halted the development of real programming progress. This may be the case, but I know that I enjoyed playing with my copy of the *Quill* immensely and inflicted no new adventures on the market; I'm certainly no programmer, and if it hadn't been for the *Quill* I would never have written adventures at all. I suspect that most game design utilities are used in this way, for the private amusement and satisfaction of games players who would otherwise have neither the skill to write their own nor the time to acquire it. And inevitably, these are the limits of *The Wargame Construction Set*. But at least – at last! – wargamers have a comprehensive utility.



▲ SSI bring you software to help you make war instead of love

The *Wargame Construction Set* occupies two sides of a disk, one side given over to a selection of eight tailor-made scenarios. The background to and instructions for each are given briefly in the rulebook, and glancing through these small summaries it's clear to see that the designers have intended to prove that the utility can be used to simulate conflicts in many different genres. In addition to the inevitable WWII battles, there are two science fiction scenarios, an episode from WWIII and the American Civil War, and the siege of a castle in the 12th century. The on-screen appearance of all the games is very similar, but this is a generous selection and proves that the same basic terrain shapes and unit types can be juggled around to stimulate the imagination of the amateur designer. The true wargaming addict will want to play ▶

these samples through before going onto the serious business of design, and it's worth getting to grips with a few of them to gain a good knowledge of the way the game works. Because when you come to construct your own masterpiece, it will be the same game.

The major limitation of the *WCS* is the rigid, unalterable turn structure. You have a choice between a one and two player game, but no chance to decide how many and what kind of phases there will be in a turn. A nine-phase turn has already been decided by the designers of the utility, and the function of each phase is described in detail. It's a standard and straightforward sequence, quickly familiar to anyone with wargaming experience; observation, friendly fire, friendly movement and so on. A victory phase at the end of each turn assigns points to the player for enemy units eliminated and victory squares occupies.

What the editor allows you to determine is everything else about the content of the game; the number and type of units involved, their statistics, their value, their deployment on the map and the shape and structure of the map itself.

The Editor is driven by a simple menu, and to give a fair idea of the capabilities of the utility I'll describe the options briefly and in turn. Disk access enables the player to load and save scenario, either from the sample disk or from his own. It's not possible to create scenarios which will run independently of the editor, so the *WCS* clearly imposes its own restrictions, unlike the *Quill*; the market is not going to be overrun with cloned nine-phase turn wargames, and this is undoubtedly a good thing.

The 'draw map' routine is undoubtedly the first thing that buyers will want to play with. You're presented with a blank screen to be filled with a landscape constructed from a visual menu displayed below. The types of terrain available are already defined by the program, and their graphic form pre-set; as with the units, there is no facility to draw your own. The selection offered is fairly comprehensive, and terrain like woods, roads and rivers have several different shapes so that you can assemble twisting paths, streams, lakes and forests. If you choose to make your map on a smaller scale – to simulate the siege of a building, for instance – there is a facility to build a structure from blocks that represent whole buildings on a larger scale. Each terrain icons fills one 'square' on the map, so you can easily plan out your map beforehand on squared paper. Drawing the map on screen is a simple, joystick-operated process; with a flashing cursor you select an icon then deposit it with another cursor at the appropriate position. Mistakes can be erased with a 'blank' icon.



▲ It's turn three and time for a bit of reconnaissance

The consequence of this simple system is that all of the maps you can produce look very sameish, and none of them look very impressive. But the purpose of this utility is not to produce an attractive, commercially viable game. The actual structure of the landscape for use in a wargame can be varied infinitely, as long as you're prepared to accept that trees, water, hills and so on always produce the effects prescribed by the program. They have a standard 'cover' value, for instance, and movement cost.

One change that the designer can make to the graphics is the colour of all types of terrain. So you can, with some imagination, produce a pseudo-Martian landscape with a brilliant red background, yellow trees and green water. This may be some consolation for the frustrated artist.

The most important part of the editor routine is the definition of the units that will be available in the game. There are a total of 31 friendly units available – though, of course, you can choose to employ less than that. The type of statistics attached to the units has already been decided, and the designer merely has to fill in the values for the army that he wants to create. For example, 'firepower' can be set between 1 and 99 and affects the degree of damage that a unit can do to another in combat. Strength ranges from 1 to 7 and represents the amount of damage the unit can take before expiring. The complete list of parameters is as follows: firepower, defence, assault, movement, strength and range. You can also choose the type of fire (very much oriented to modern mechanised warfare – there are machine guns and mortars, but no twanging crossbow bolts or flying spears) and the basic nature of the unit. The rigidity of the system interferes with the flexibility of the setting here; you have no choice but to select a unit type from a list that assumes a modern scenario. If you want to create cavalry or perhaps fantasy creatures, you have to apply a liberal quantity of imagination.

Setting up the unit parameters is very straightforward, and there is a handy function to duplicate any quantity of a particular type.

Enemy units are constructed in the same way, with the addition of an elementary artificial intelligence factor. 'Aggression', ranging from 0 to 7, defines how determined the unit will be when under attack. At a low level, it will retreat if threatened. At level 6, it attacks anything in sight. At level 7, it becomes a 'counter attacker' and once attacked will follow friendly units relentlessly and fight to the death. Units are deployed easily, by means of the cursor.

The operation of the editor is simplicity in itself, and most of the data input is visual and self-explanatory. There's no need to learn command structures or similar tricks. Anyone moderately familiar with wargaming could pick up a joystick and draw a simple game straight onto the screen in about half an hour. To get full use out of this utility, you will have to put in a lot more imagination and effort than that.

The rulebook takes the aspirant designer through a tutorial, which, pleasingly enough, constructs a small fantasy war scenario and demonstrates that it's possible to designate units as individual characters as well as groups of skeletons, zombies and archers. They still look rather like WWII infantry on screen, but the idea is there.

This is not a utility which is going to allow anyone to produce a commercially viable wargaming product, but then it is clearly not intended to be. It does provide a framework for wargamers to construct their own scenarios, and the framework is, if rigid, fairly broad; the fact may remain that you're always going to be playing the same game with different numbers and a different map, but the game itself is sophisticated enough not to try the patience. My major objection is that due to an inattention to cosmetic details the games are inevitably unatmospheric.



There is no way to name units on-screen, for instance; they may be German Panzers or Zombie Legions of the Shadowlord in your scenario notes, but as far as the computer is concerned they're Units 1 or 2. An option to design your own unit graphics would enhance the utility, and surely wouldn't have posed insurmountable difficulties.

Anyone buying the *Wargame Construction Set* must be prepared to work within the limitations I've outlined. Accepting that, it's easy to use, efficient, extremely well documented and can't fail to provide the enthusiastic designer with hours of entertainment. And you get eight free games thrown in!

PRESENTATION 89%
The editor is very easy to use – this is that rare creature, a self-explanatory utility.

GRAPHICS 55%
Small and uninspiring, and you're stuck with them!

RULES 90%
Exhaustive documentation, with a tutorial included.

OVERALL 79%
Performs its function well, and is worth getting if you want to try out your own wargame designs within a traditional framework.



DESPATCHES

I'm still suffering from a dearth of correspondence! Some months the limited space allowed to 'Manoeuvres' squeezes out letters in favour of reviews, but I'm still here and still eager to know your opinions on various matters affecting wargaming and strategy on the computer. It would be interesting to know, for instance, what wargamers felt about the proliferation of fantasy roleplaying games now being released for the Commodore. What do live roleplayers feel about them? I do read all your letters, you know, so nobody need feel they're writing into a void. And if I don't print a letter one month, it invariably gets held over for consideration for the next. So get writing and see your opinions in print!

PROBLEMS DOWN UNDER

Dear Philippa,
First of all, I'd like to say that your well written column is very important to the fab ZZAP! magazine. I enjoy arcade and adventure games but it's only a good strategy game that makes me fondle my computer.

However, I live in Australia and the full range of strategy games that you have in the UK as they are released isn't fully represented on the software shelves in the computer stores here! This is also the case with adventure games, because the importer(s) are licensed only to bring into Australia the bigger selling arcade type games. Don't get me wrong, you can get some strategy and adventure games, but we Australians often never get to see some of the titles we hear you enjoying in the UK, whereas with arcade games, we never are cut short! Why is this? What can be done about it?

I'd also like to praise Origin and Strategic Simulations Incorporated (SSI), who in my opinion make the most challenging and rewarding strategy games.

Also, I've heard about a game called *Space MAX* which was written by T.L. Keller for the IBM PC. *Space MAX* (Materials processing, Astrophysics, Experimental modules) is a scientific simulation where you have to maintain the budget and workings (for a profit) of a S3B Space Station. It was featured in *Omni* magazine (P22) in the December '87 issue.

Has anyone heard about it? I suppose the memory in the 64 is too limited for a successful conversion of *Space MAX*. But we can live in hope! What about the Amiga coping with it?

Long live Strategy!
Seddon Cunliffe, Brisbane, Australia.

Many of the games I review in 'Manoeuvres' I think you would only find with difficulty in British shops. They're expensive and specialised, and – as in Australia – are passed over by many stockists in favour of the more obviously money-spinning arcade games. The true adventurer or strategist shouldn't be disheartened by this, however! The best way to get hold of these games is to mail order them, either direct from the manufacturers or from ZZAP!'s own mail order department.

PI



TACTICS

It's about time that someone besides me did the work for 'Tactics'! Come on – there must be hundreds of successful strategists out there eager to impart the benefit of their experience. I challenge all readers of 'Manoeuvres' – yes, both of you – to write in with advice on how to succeed in your favourite wargame or strategy game. You can't all be floundering helplessly after the second turn!

Wasteland from Electronic Arts, awarded a Sizzler this month, is a complex and exciting game with many secrets to be uncovered. Those who would prefer to find them out for themselves are advised to turn the page quickly, but some of you might welcome a few clues to get you started.

When creating your party, make sure you have the complete range of skills between the four characters. This means 'cheating' and ensuring that at least one character has an Intelligence of 17 or above. I'm not sure yet what Metallurgy is used for but it must be important eventually! It is in fact best to have two characters with an Intelligence of over 15, so that you can have two medics in the party. If points permit, buy one character's medical skill up to level 2. Don't forget to give every character a clip pistol and rifle skill, or it won't be easy to increase your party's firepower when the opportunity presents itself.

Highpool is the first location west of Ranger Centre, and it is equipped with a shop and a doctor. Walk around the inside walls of the buildings to discover a note pinned up. The entrance to the underground cave must be discovered by the use of the Perception skill. Enter by using the rope included in the standard adventurer's pack. If you kill Bobby's dog then be prepared to fight Bobby himself on the way out, but don't waste too much time trying to exterminate the Mutant Kids.

The shop in the Agricultural centre will open when you've killed the Bunny Master.

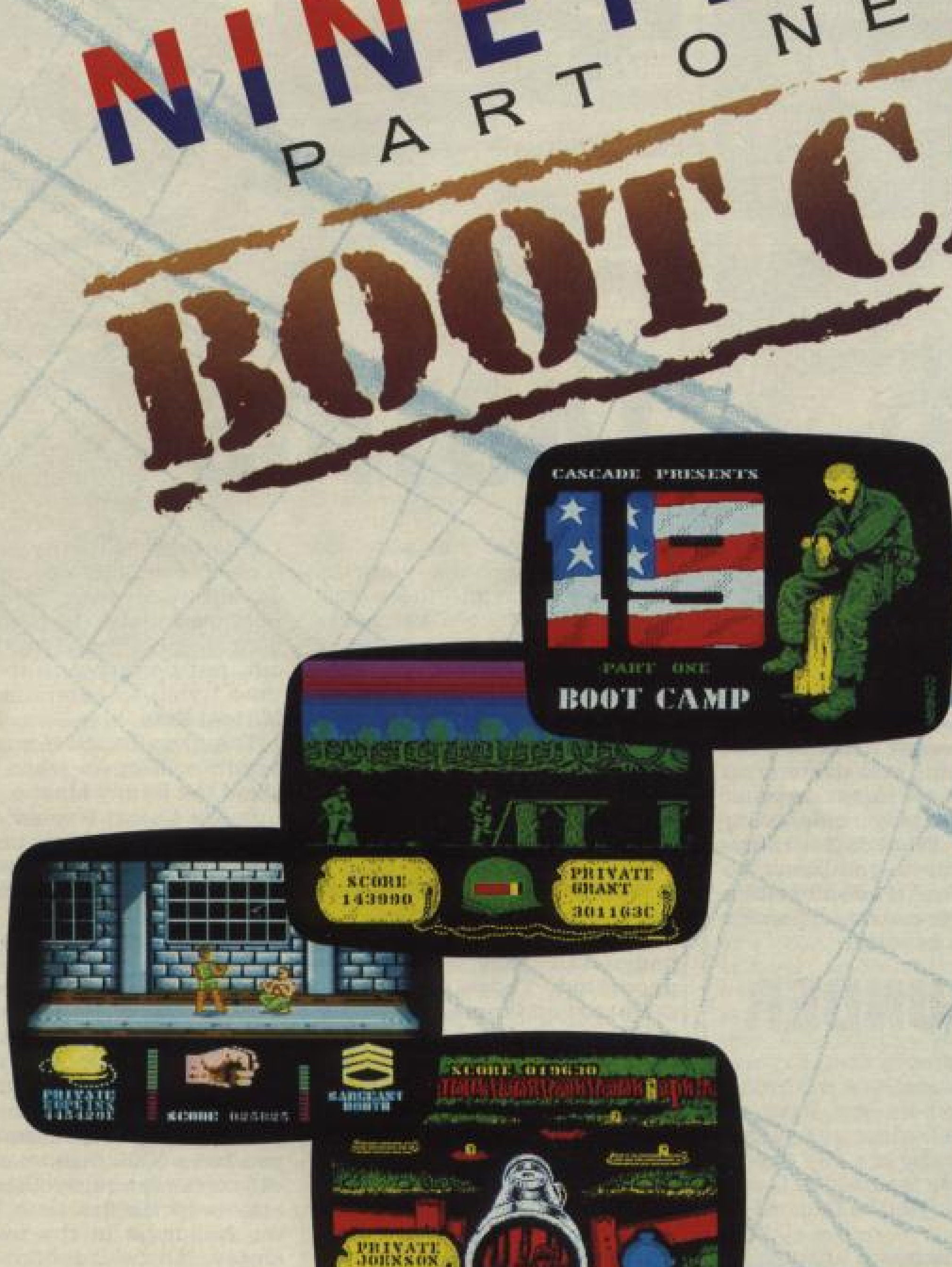
In the Desert Nomad's camp, Brakeman, who lives in one of the railways carriages, will give you a Visa card to deliver to Head Crusher in Quartz.

The town of Quartz is a little way to the northwest of the Agricultural Centre; follow the river upstream on the east bank, past the bridge. It's best to gather as much loot as you can before visiting there, as the shop sells lots of goodies. In Quartz you can buy a flamethrower if you have 3000 dollars, and you can certainly equip yourself with armour for the first time. Most of the buildings in the town are empty, but head for Scott's Bar where you will find Head Crusher. 'Use' the Visa card to give it to him and provoke a reaction. The answer to the first riddle is 'toast'. Use charisma to get information from the girls in the Ladies. Ignore the provocation of the dancer, and don't go onto the catwalk – you'll only walk into a fight with several large bouncers.

The most efficient way to regenerate your party's hit points is, curiously to wander about for a bit in the dangerous wasteland. The timescale of movement on the wilderness map is greater than in the towns, and the encounters are significantly less vicious. You must, however, resort to a healer if you contract a disease.

IN 1965 VIETNAM SEEMED LIKE JUST A/O

NINETEEN
PART ONE
BOOT CAMP



Imagine it's 1965 and you're 19... an American kid in an American town. Your family and friends. College. Girl friends. The people and things you know. Comfortable...

And then one morning your world is shattered. You're young... You're content... You're comfortable... but you're drafted.

At the start of 1965 there were 23,000 United States service personnel in Vietnam. By December there were 184,000 and the figure was still rising. To each and every one, Vietnam was a turning point in their life and each would deal with it in a different way.

In 19 Part 1 – Boot Camp we take you through the rigours of basic training. The preparation for war. Never allowed to rest, your drill sergeant will take you through a series of exercises each assessing different characteristics. Coordination, Stamina, Morale. And if you survive...

In 19 Part 2 – Combat Zone we take you to war. Coming soon from Cascade.

Inspired by the Paul Hardcastle song of the same name, 19 is a tribute to the young men who fought in Vietnam.

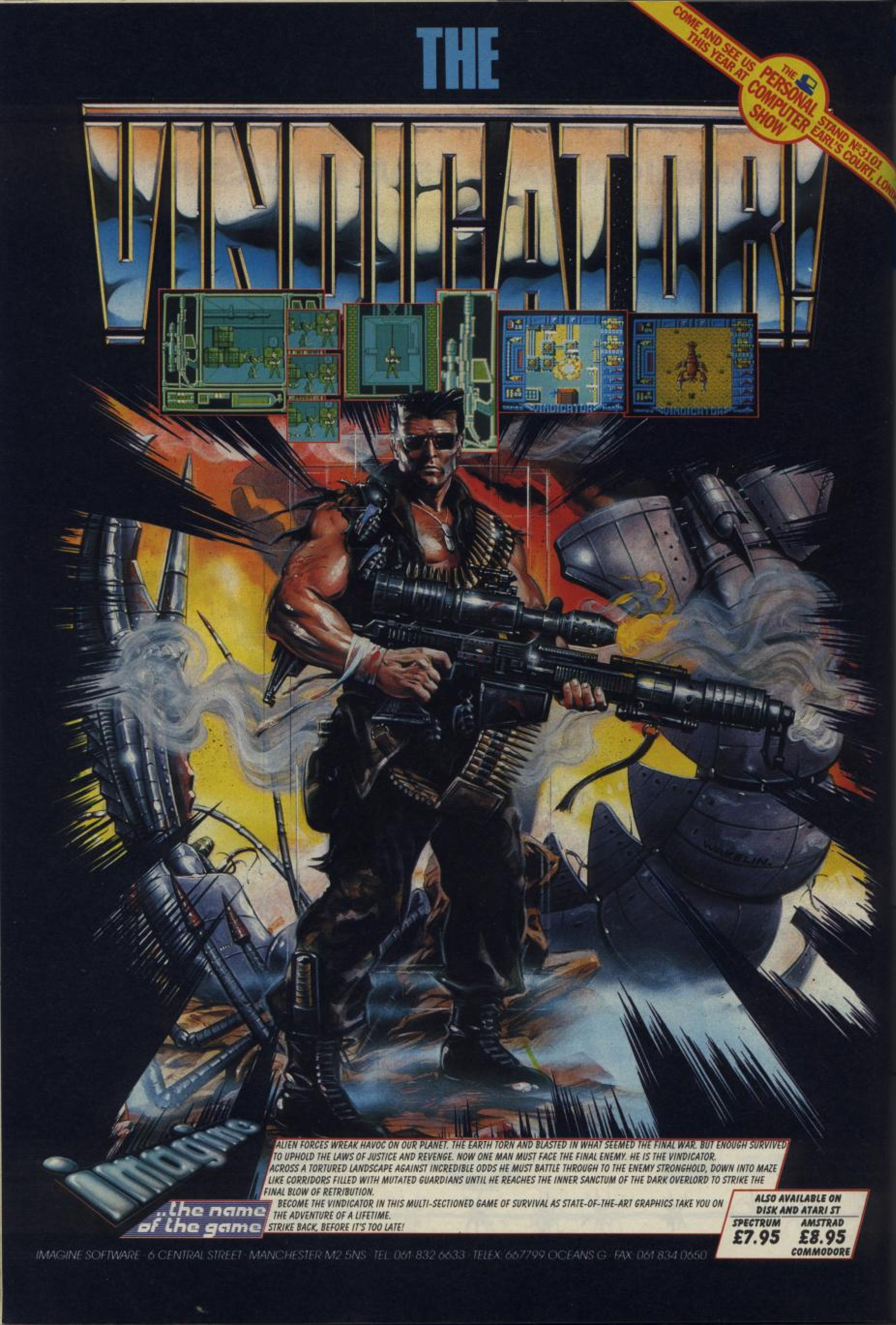
Screen shots taken from Commodore 64 and Spectrum versions.

Available from all good software outlets or direct from Cascade on our 24 hr. orderline 0423-504663

CO

NOTHER FOREIGN WAR ... BUT IT WASN'T ...





THE
VINDICATOR!
COME AND SEE US THIS YEAR AT
THE PERSONAL COMPUTER SHOW
STAND Nº3101 EARL'S COURT, LOND
ALIEN FORCES WREAK HAVOC ON OUR PLANET. THE EARTH TORN AND BLASTED IN WHAT SEEMED THE FINAL WAR. BUT ENOUGH SURVIVED TO UPHOLD THE LAWS OF JUSTICE AND REVENGE. NOW ONE MAN MUST FACE THE FINAL ENEMY. HE IS THE VINDICATOR.
ACROSS A TORTURED LANDSCAPE AGAINST INCREDIBLE ODDS HE MUST BATTLE THROUGH TO THE ENEMY STRONGHOLD, DOWN INTO MAZE LIKE CORRIDORS FILLED WITH MUTATED GUARDIANS UNTIL HE REACHES THE INNER SANCTUM OF THE DARK OVERLORD TO STRIKE THE FINAL BLOW OF RETRIBUTION.
BECOME THE VINDICATOR IN THIS MULTI-SECTIONED GAME OF SURVIVAL AS STATE-OF-THE-ART GRAPHICS TAKE YOU ON THE ADVENTURE OF A LIFETIME.
STRIKE BACK, BEFORE IT'S TOO LATE!
imagine
..the name of the game
ALSO AVAILABLE ON DISK AND ATARI ST
SPECTRUM £7.95
AMSTRAD £8.95 COMMODORE
IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 0650



PG's TIPS

ZZAP! TIPS

Ahh . . . Summertime . . . The sun, the balmy breezes, the Turkish Delight ice lollies . . . Nope, they don't get any of these in Ludlow, which is probably just as well, because it would be an awful distraction when you have to stay in and write up a 32 page playing tips section. Phew-ee! And here's me new to the job an' everything. Still, it's easy to find inspiration when I've got a large, Northern editor threatening to throw a small, Northern me out of a high, office window.

Before we begin with the tips, I'd just like to make a couple of announcements. Firstly, I'd like to thank all the people who have sent in tips and POKEs this month, and I hope you'll continue to do so, but, from now on, I would appreciate it if anyone sending in a hack could include versions of their cheat in listing and POKE/SYS call form. Obviously, because of problems caused by programs using dynamic RAM, etc, simple POKEs won't always be possible, but if they are, their inclusion would make the tips more accessible to the growing army of resetters and disk users.

Secondly, we've been receiving quite a few letters asking for individual help with maps or pokes, which unfortunately we just haven't the time to reply to, even if the correspondent sends an SAE, a reply-paid coupon or a postal order. However, you may be glad to know that one of the many ZZAP! minions and hangers-on is currently trying to produce a complete ZZAP! Tips Index, which should be printed in the Christmas edition and will hopefully allow anyone who missed tips to determine the relevant back issues.

But enough of the unpleasantries and on with the tips, which are just too numerous to mention individually – but let's just say there are a family assortment of maps and tea-bags full of tips. Also included are some fab and groovy listings which chop loads of games to pieces at the same time and eat whole nuclear arsenals for breakfast, and, for this month only, there's a music hall full of the code essential to the extraction and playing of the music from all your favourite games. But first, for all you confused souls who just can't get to grips with this hacking business, here's something which should help.

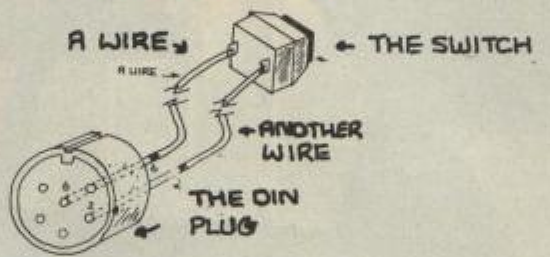
THE RUDIMENTS OF POKE-ING, FOR CHEATS WHO NEVER PROSPER

Looking through my newly-acquired *PG'S TIPS* mailsack, I found that we were being inundated with letters from panic-stricken ZZAP!sters who either (a) couldn't get the cheats or POKEs to work or (b) didn't know how to reset their computers. Well, the best solution seemed to be to make both clear, and what better opportunity to do so than in a mammoth 32-page tips special? So read on, and all will be made clear. By the way, big thanks go to Robert Troughton of *The Cheat Machine*, and *The Master Hacker*, without whose help . . .

First, let's look at listings (the cheat programs) which usually emulate a game's LOADing system to get the program into the computer as normal, but slip in an alteration to the code between the end of loading and the start of the game. With these, all the work required from the user is done before the game is loaded, so first switch your computer off then on again, and type in the listing as it is printed, pressing RETURN at the end of each line, and making sure that all the numbers in the POKE commands and the DATA statements correspond with what you've typed in. Now, if you want to make continued use of the listing without having to type it in all over again, it's a good idea to SAVE it at this point, either to a blank tape (SAVE "CHEAT") or to disk (SAVE "CHEAT",8,1). That done, it's time to place the rewound cassette into the cassette deck and RUN the program. Once the cheat program has gone through its machinations, it will most likely print up words to the effect of PRESS PLAY ON TAPE, so do as you're told and the rest of the process should be automatic – the game will load and run as usual, but hopefully with infinite lives, energy, time or whatever.

Resetting doesn't usually require as much typing and general palaver, but what it does require is a Reset Switch. Most 'Backup' cartridges feature some kind of reset, but if you haven't got £29.95 to spare you can usually buy a stand alone switch from 'good computer shops everywhere'; however prices vary from a couple of pounds to around a fiver. An even cheaper alternative, however, is to dig out a soldering iron and knock up your own workable alternative for a budget price. The one described below is a serial port switch which, unfortunately, doesn't work on a small number of Commodores, so if you really take your resetting seriously, one of the more expensive 'unstoppable' cartridge port switches is probably the fellow for you.

How To Build Your Own Serial Port Reset Switch (At Your Own Risk!)



What you will need:

1 Soldering iron (and some solder)
1 Male six-pin DIN plug
1 Instantaneous push-to-make switch
At least two lengths of wire
1 Paper clip

How To Do It

Right, first throw away the paper-clip if you want your 64 to remain in good working order. You may have heard of the bent paper clip method of resetting but its use is not advised. The bent paper clip is like the Dark Side of the Force – easier, more seductive, but its misuse could lead to disaster (not to mention costly repairs).

Anyway, now you've done that, get hold of any sympathetic human who doesn't mind getting their fingers slightly charred, and put the hot soldering iron into their hand (it helps to hold it at the cool end). Look at the DIN plug from the pin end and compare it with the diagram to check which pins are pins two and six. Now take the DIN plug to bits and solder lengths of wire to each of the other ends of the pins, then fit the plug back together and connect the other ends of the wires to the terminals on the switch (it doesn't matter which wire goes to which terminal). And that's all there is to it, so after checking all the connections carefully you can plug it into the port marked SERIAL on the back of the Commodore and you're ready to reset!

You can now load the game you want to hack as usual, but at a point in the game dictated by the POKE's accompanying text, press the button on your reset switch. The computer should then stop what it's doing and return to the normal blue start-up screen, as if it had just been switched on. Don't despair, for the actual program should still be sitting somewhere in the computer's memory ready to be fiddled with, so type in your POKE as printed and press RETURN. If the computer responds with READY, your hack has been accepted, and you're now ready to restart the game. This is done with the accompanying command which begins with SYS and ends with a number. Press RETURN again and the game should restart with infinite thingummibobs.

But Paul, It Still Doesn't Work!

Hmmm. Okay. The first thing to check is that what you typed in is the same as what's printed in ZZAP!, as anything mis-typed has probably caused big problems.

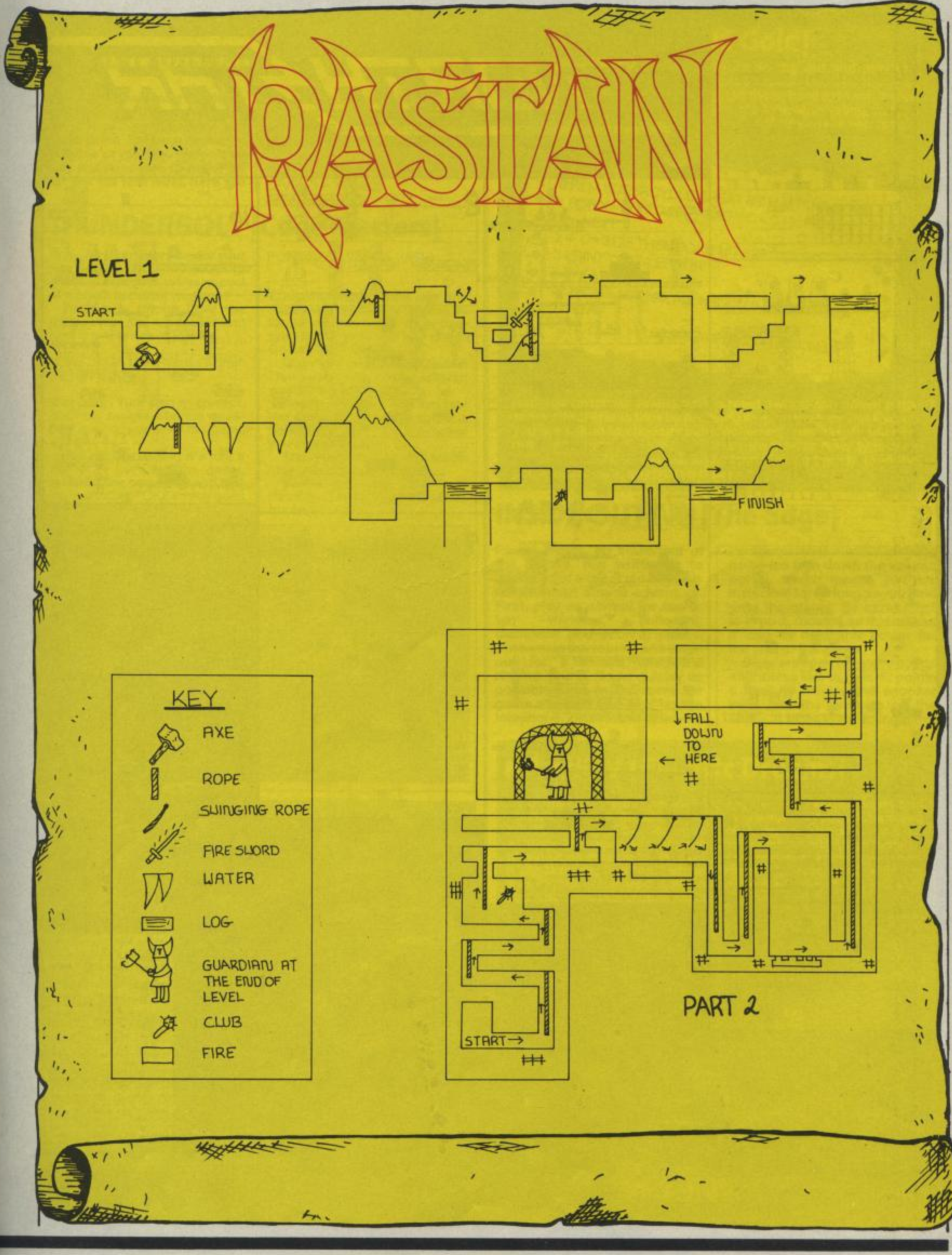
Next check that you're using the right version of the game. Listing hacks are for the original copies of the game, not Freeze-Framed, Experted or Action Replayed backups, all with their own loading system which will differ from the one on the original version. If your version of a game is a re-release or on a compilation, you may also have problems, as manufacturers will sometimes add a newer, improved loading system onto their old game, obviously making the listing which handled the old loader redundant. Usually, listings specifically for one of a game's various incarnations will be identified as such, but if not, you can assume it has been successfully tested with the original release, and will probably work with any re-release.

If all this still fails, you're either using disk hacks on a cassette game or vice versa.

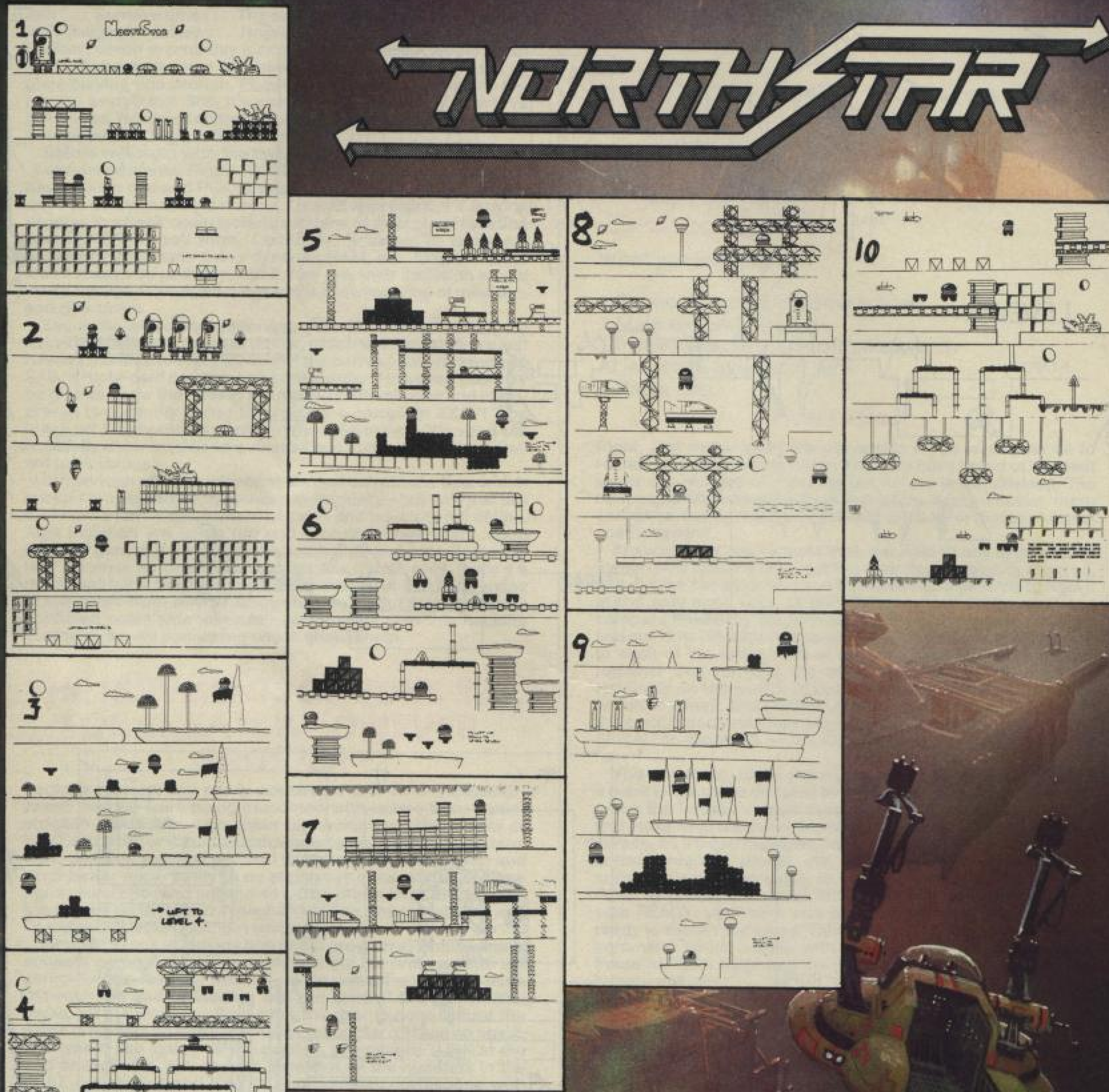
No? Then the solution is simple – give it one more go then resign yourself to the fact that it just isn't going to work and blame Fate.

So What Now?

Sorry, but that's it . . . What more do you want? Huh! Some people. Any road up, get your gnashers into the Rastan map over the page – and be sharp about it!


RASTAN
LEVEL 1
START
FINISH
KEY
AXE
ROPE
SWINGING ROPE
FIRE SWORD
WATER
LOG
GUARDIAN AT THE END OF LEVEL
CLUB
FIRE
FALL DOWN TO HERE
START→
PART 2

NORTHSTAR



KEY

Shoot for bonus.

Shoot for extra weapon
First is extended claw
Second is up claw
Third is smart bomb

Shoot for oxygen.

Objects in solid black are in your way and must be jumped over. Platforms with thick black lines on top are capable of being stood on. Line drawings (ie not filled in) are in the background. TIP:The floating creatures on levels 4 and up give off oxygen when shot. Use them if low on oxygen as the above spheres are almost all bonuses in later screens.

KNIGHT GAMES 2 (English Software)

I didn't think there was much fun to be had from this game, and I was able to play the shoot 'em ups *and* the fighting sections! For those of you who weren't so lucky and have had to make do with just the first level, here are the passwords which will let you load up levels two and three. Thanks go to Steven Jongeneel of Apeldoorn in Holland.

LEVEL 2 – EBW251
LEVEL 3 – XFG606

THUNDERBOLT (Code Masters)

Okay, Mr Dinnerservice, for your first question: how do you stop collision detection in this marvel of modern scrolling routines?

That's easy, Hector. LOAD the game, reset the computer and type in this brace of POKEs.

POKE 28777,169: POKE 28778,0 (RETURN)

Woo-eee! Yup that's correct, and now for your bonus question: How do you slow the game down?

Well, Hector, again it's just a matter of LOADing the game, resetting the computer and typing in another POKE which goes like this:

POKE 28982,234 (RETURN)

Congratulations! Now, are you happy with what you've won so far or do you want to appear greedy and go for the star prize? Go on? Yes? Great!

Question: How do you restart Thunderbolt after having entered your POKEs?

Really, Hector, these are just too easy. All you have to do is type in SYS 28672 (RETURN) and you're well away!

And I suppose Sean and Adrian Meads told you all of this?

You're absolutely right, Hector. Can I have my collapsible tea trolley now?



BMX KIDZ (Silverbird)

Did you know that there is a cheat mode in BMX KIDZ which allows you to start on any of levels A to F? To activate it, type VIVALDI on the title screen followed by the required letter then play on the track of your choice. Also, to make the game really rather pointless, you can see the final screen by typing in LSD on the title screen. James Green of Chesterfield, Steven Jongeneel from Holland and a host of others spotted that one.

If that sort of cheat isn't quite your cup of PG, you might like to try these pokes from Mario Silvestri who hails from Horsham, W Sussex. They prevent the timer from ticking down, making the game slightly easier, but you still have to take care not to run out of spokes. LOAD the game, reset and type in:

POKE 9004, 234 (RETURN)
POKE 9005, 234 (RETURN)
POKE 9006, 234 (RETURN)

Or, you might like to sabotage the brakes on the computer riders' bikes by typing:

POKE 10723,0 (RETURN)

After making your changes you can get stuck in to the much-simplified but still pretty radical action by typing SYS 24586 (RETURN).

SUPER CYCLE (US Gold)

In case you haven't had the cause to dig out and play this golden oldie racer, here's one good reason to LOAD it in – an infinite time cheat to help you get to those hard to reach levels. Martin Pugh advises you to type in the following listing, put the tape in the C2N, type RUN (RETURN) and 'press play on tape'.

```
0 REM SUPERCYCLE CHEAT BY H M PUGH 1988
1 FOR X=271 TO 296:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=3175 THEN POKE 157,128:SYS 271
3 PRINT "DATA ERROR"
4 DATA
32,86,245,169,209,141,128,4,169,240,141,130,4
5 DATA
96,72,77,80,141,32,208,169,165,141,186,14,96
```

And you fortunate firkins with a reset switch can achieve the same effect in less time by pressing stop on the tape deck when you are asked to choose colour schemes, then reset the computer and type in: POKE 3770,165 (RETURN). Now type SYS 32009 (RETURN) to restart, and press play on tape to load the game with a similarly frozen timer.

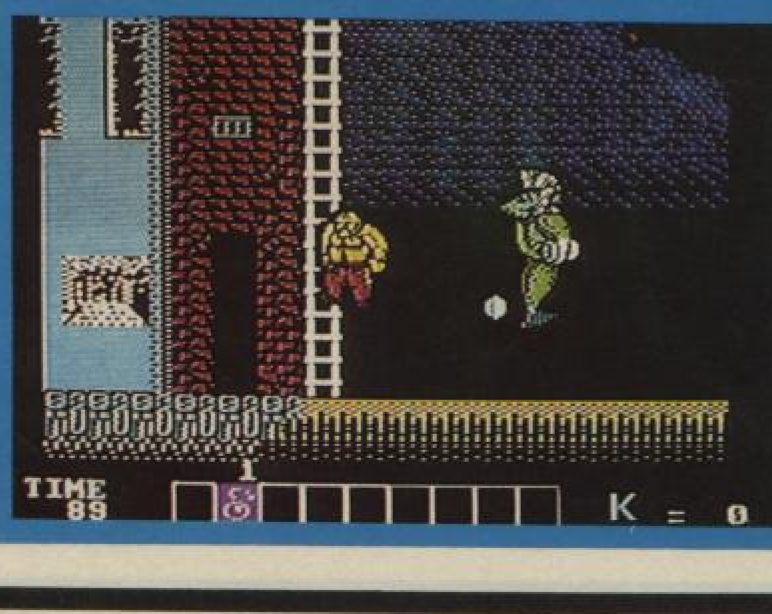
INSIDE OUTING (The Edge)

Daniel Evans, an inhabitant of the Smoke, has written in to inform us of a cheat mode in this rather smart arcade adventure. First, play as normal for five to ten minutes, collecting diamonds and scoring points, but turn up the volume and listen out for a distant telephone ringing sound. Go as quickly as possible back to the room the game starts in and pick up the telephone. This should make the computer emit a nasty clicking noise (so turn down the volume again), which means you are invincible for as long as you hold onto the phone. Be careful not to drop it, though, as this makes it lose its defensive power for the rest of the game

Burglars keen for more points might also like to gain 40 points a time by kicking the snooker balls into the pockets on the snooker table in the lounge.

KARNOV (Electric Dreams)

UUUURGGGH!! What an awful rendition of the arcade game this turned out to be. Someone actually managed to continue playing long enough to discover a cheat mode, and that person was T Porritt of Hartlepool. When you get onto the second level and the game ends, you are told to rewind the tape, but instead of doing this, be a clever Cossack and leave the tape running. The next level loads in with corrupted graphics but with the gameplay untouched. How sad.



ZZAP! TIPS

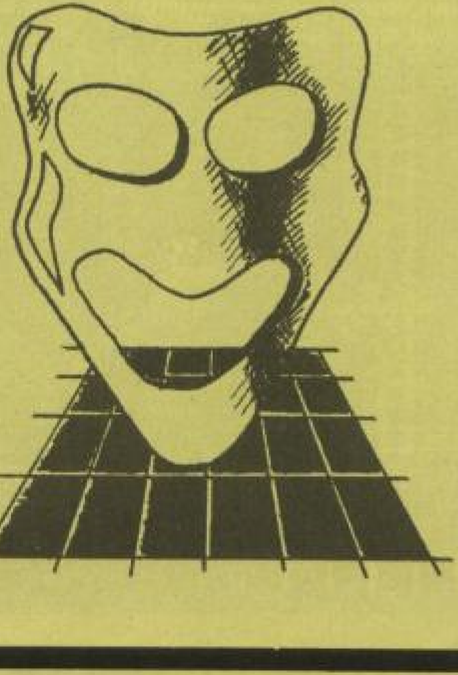
XOR

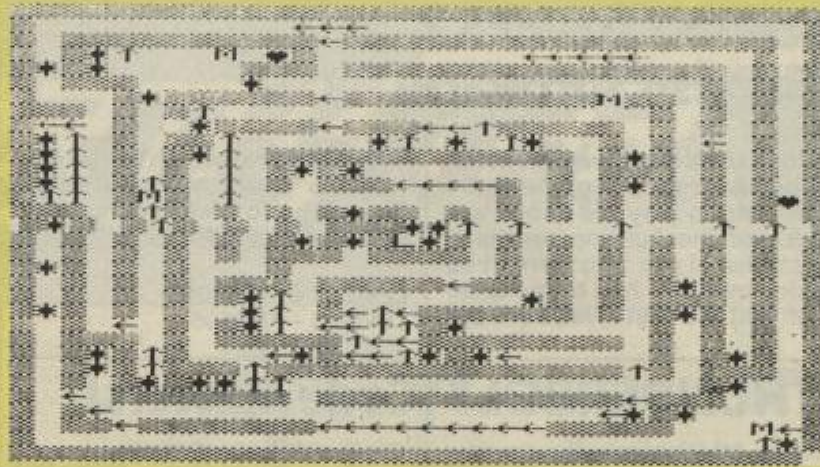
XOR MAPPED

- ♥ = MAGUS OR QUESTOR
- ← = FORCEFIELD
- ↑ = FORCEFIELD
- F = FISH
- D = DUCK
- B = BOMB
- J = BOMB
- ✱ = MASK
- L = EXIT DOOR
- G = FAT GIRL
- T = TRANSPORTER
- ♦ = LIGHT SWITCH MASK
- M = MAP

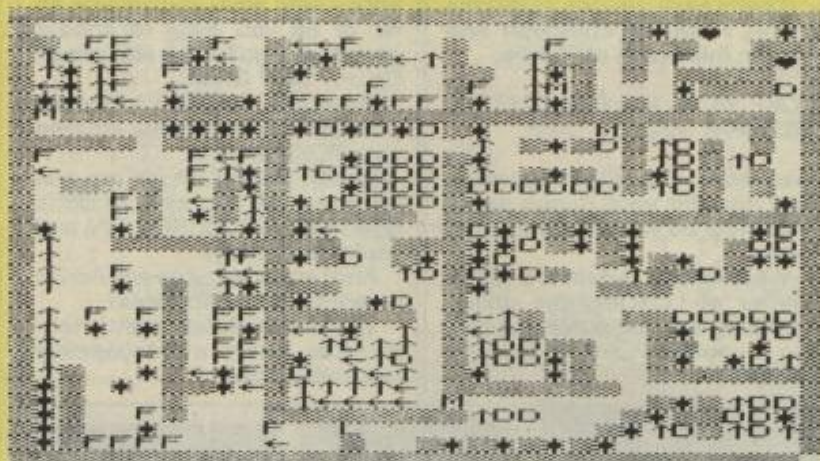
BY:-J. MOLDEN



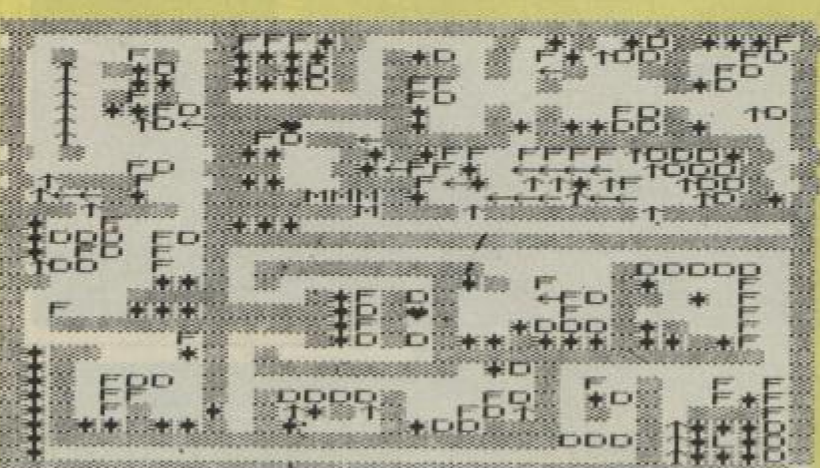




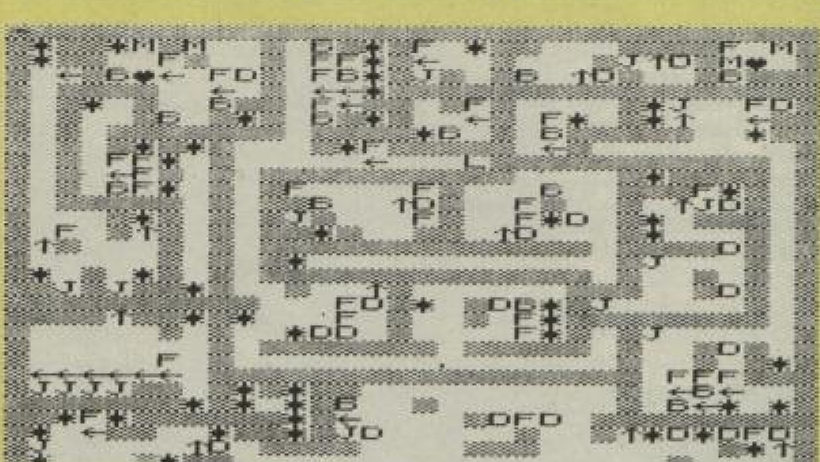
DOTS AND WAVES



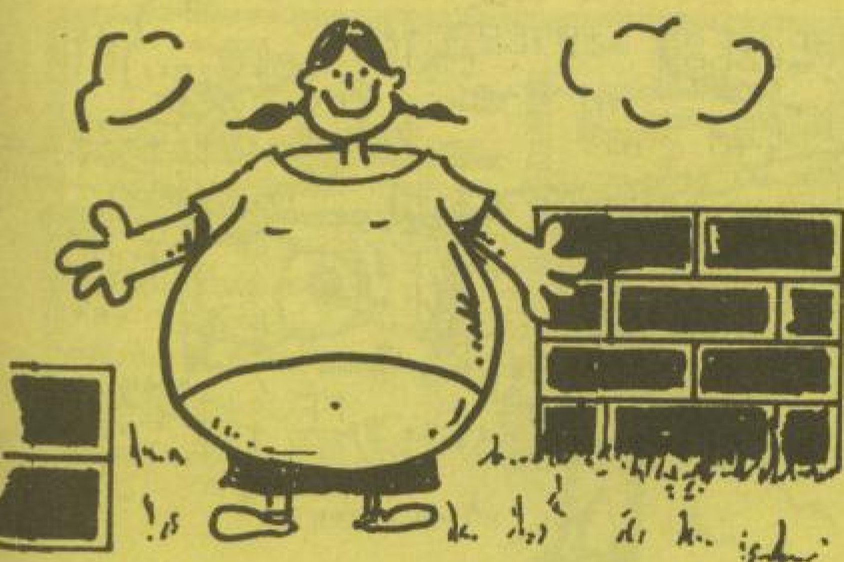
SOMETHING FISHY

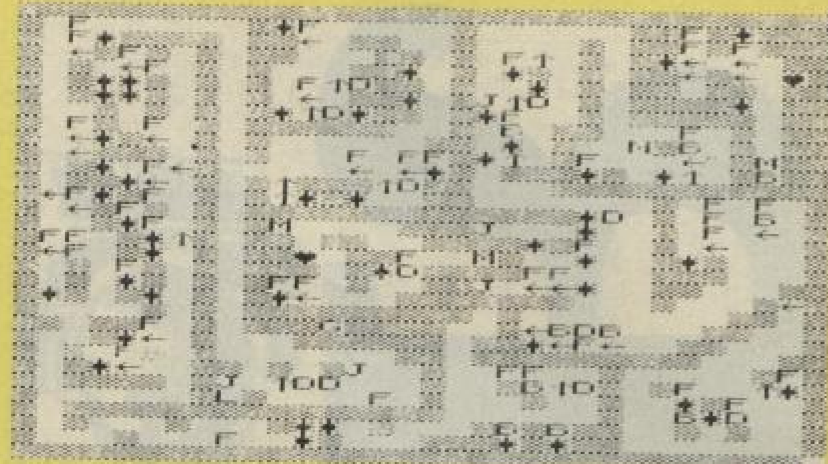


CHICKEN SUPREME

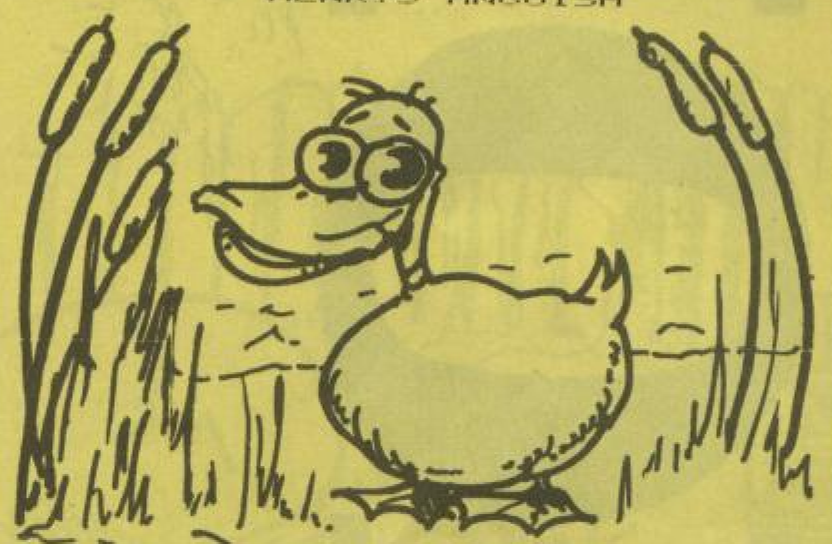


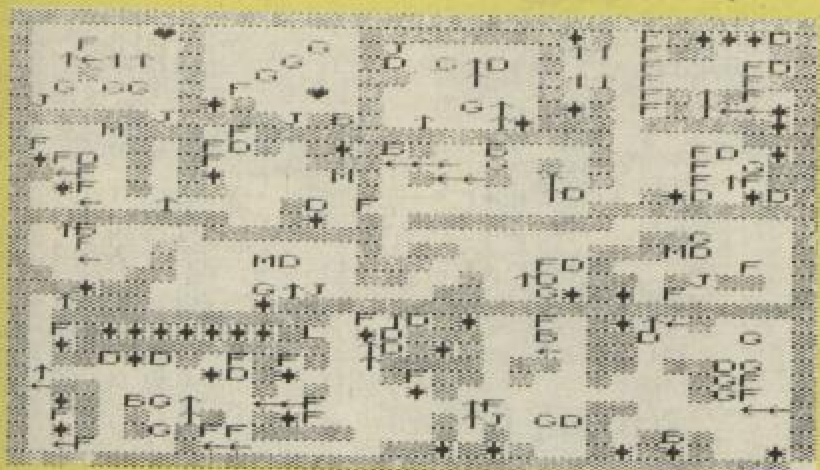
EXPLOSIVE MIXTURE



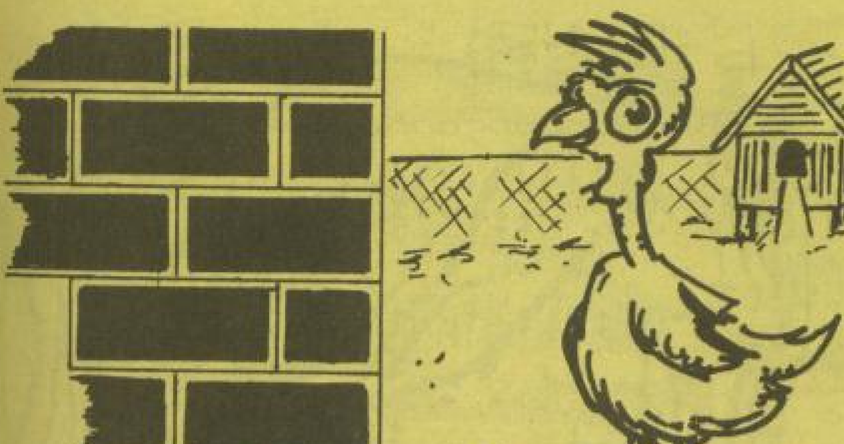


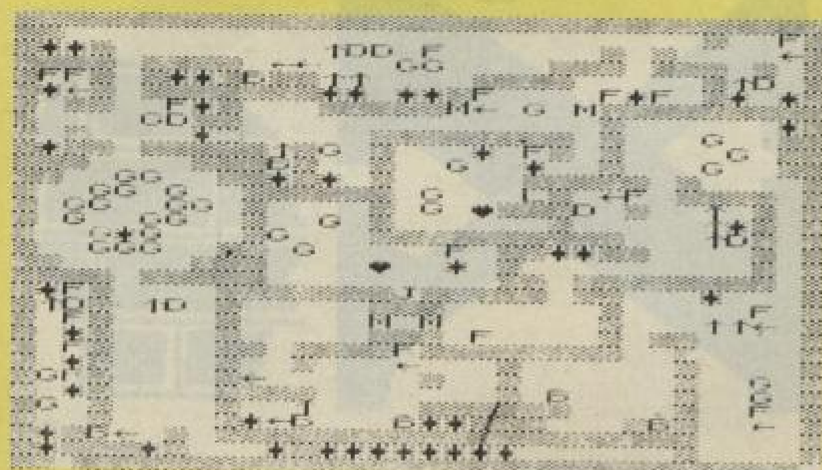
HENRYS ANGUISH



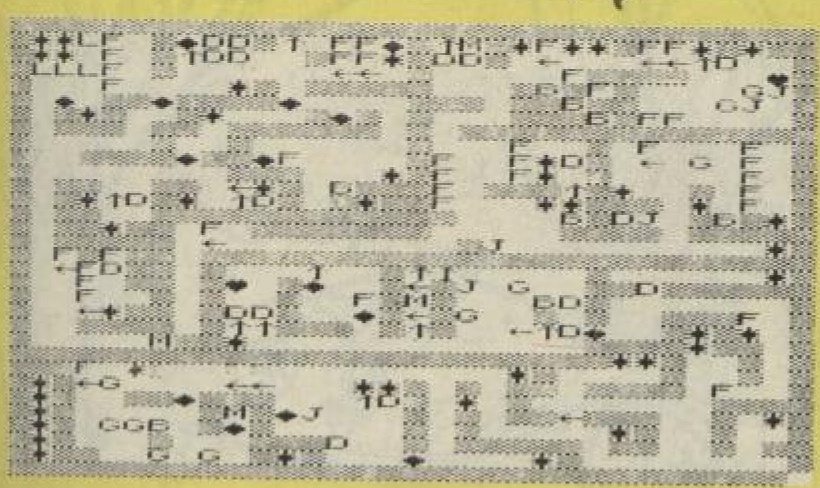


THE DOLLS HOUSE

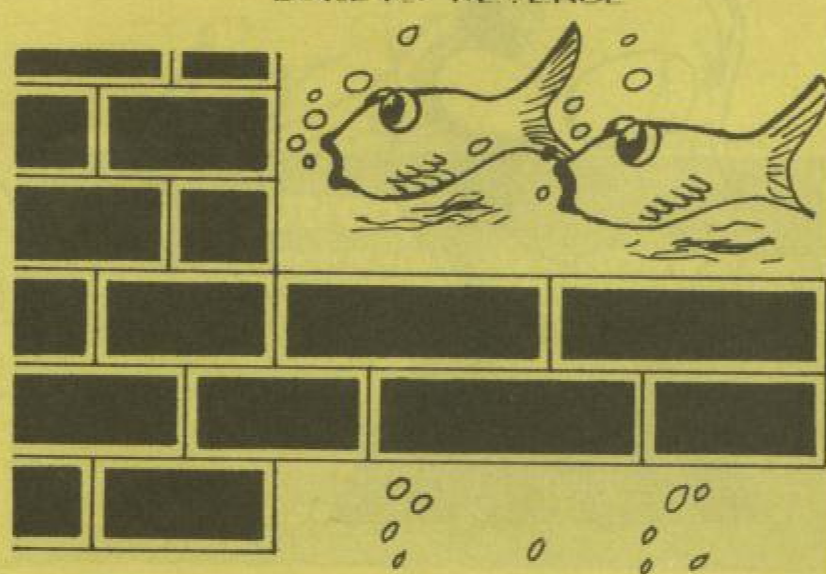




DOLLYS REVENGE



ENLIGHTENMENT

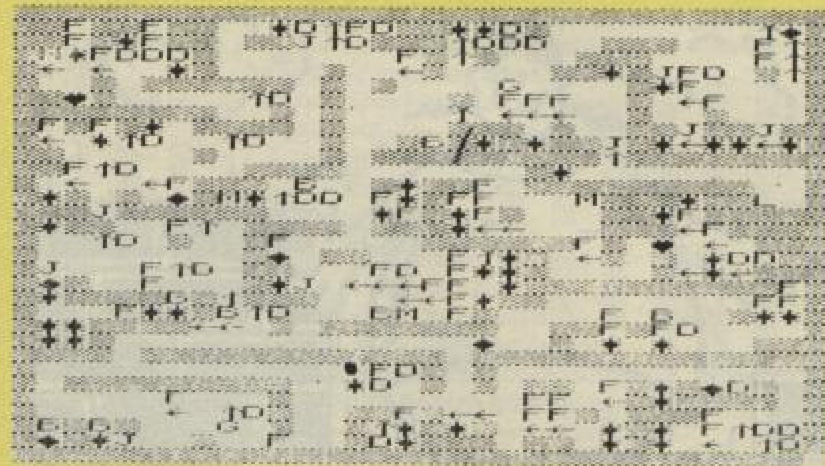


XOR

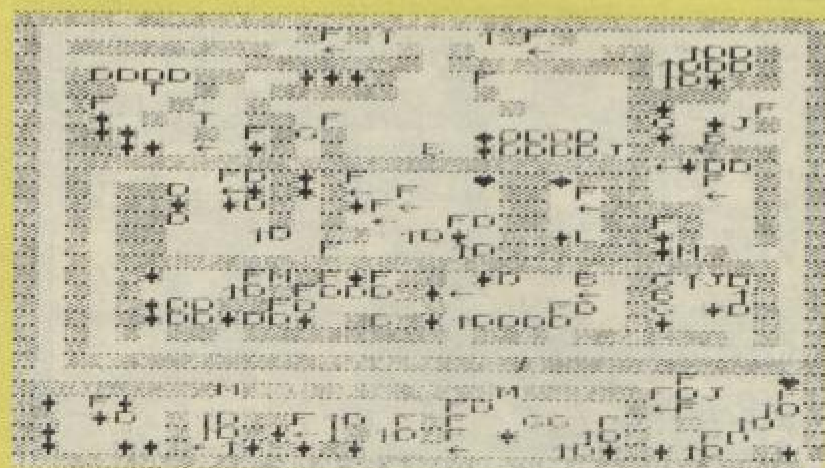




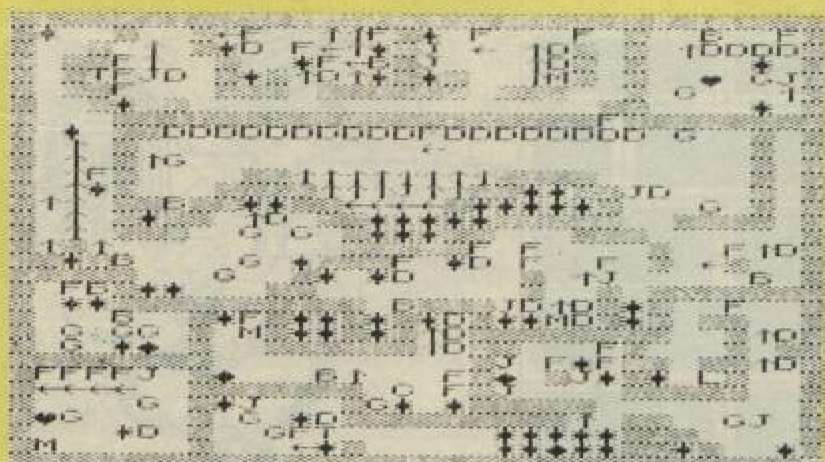




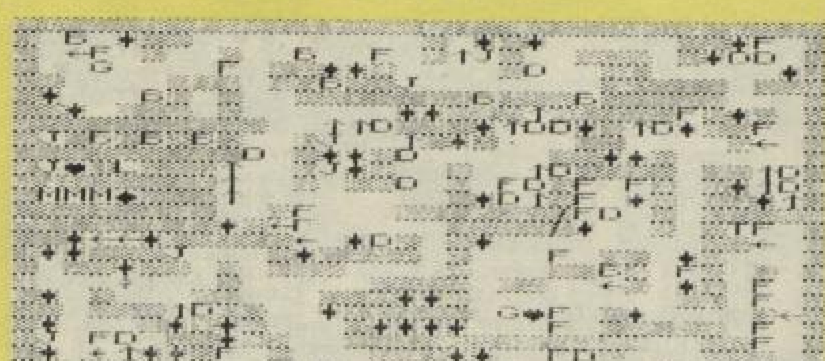
THE CHALLENGE



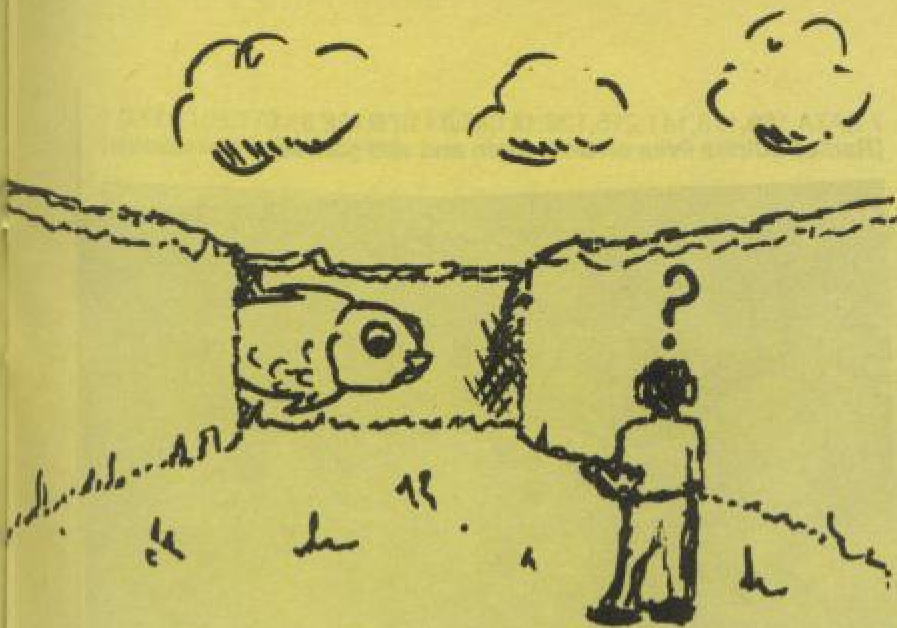
PATIENCE PENDING

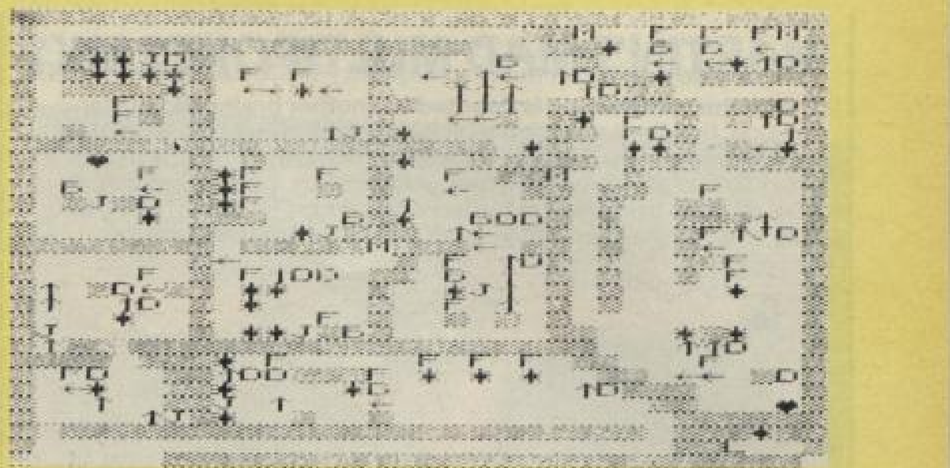


RAZOR EDGE

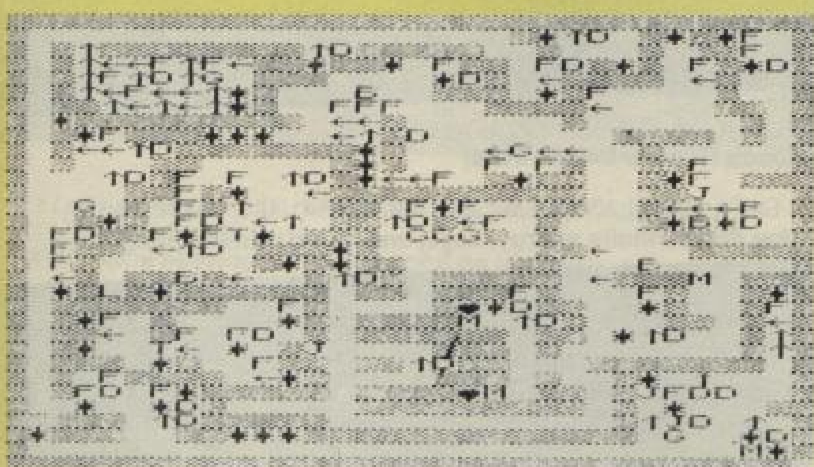


THE HAPPY HOUR



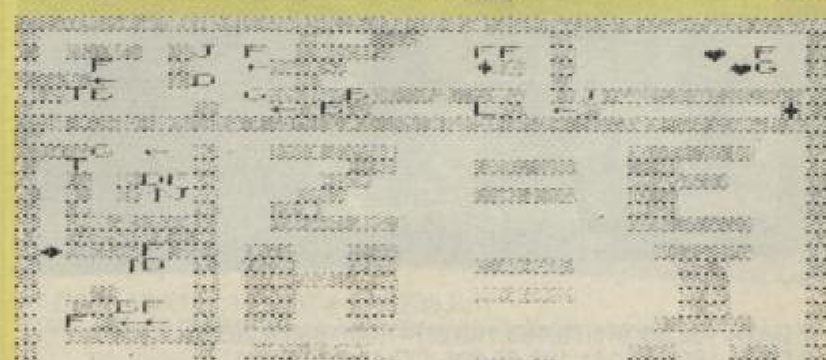


DEJA VU

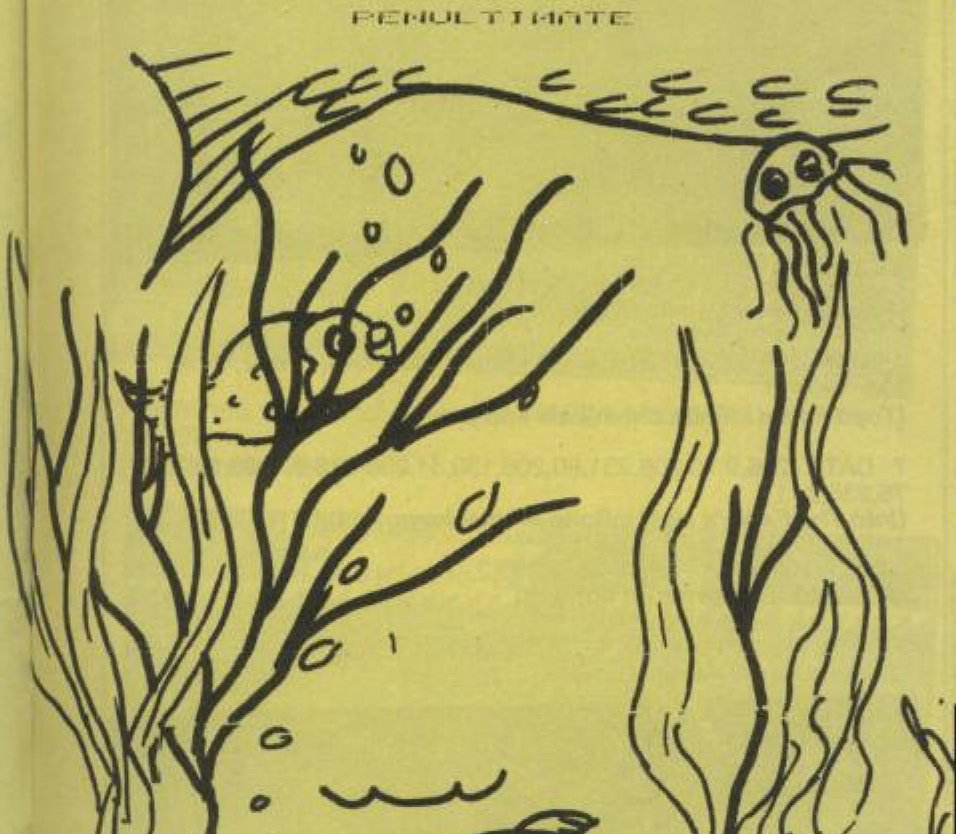


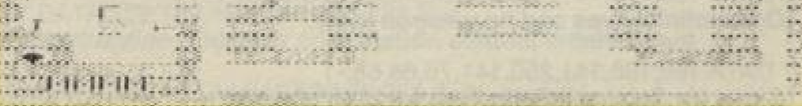
PENULTIMATE





THE DEFENDER





XOR (Logotron)

Along with that whopper of a map, J Molden **of Partington sent in some pretty handy** POKEs **to help you get the most out of this odd maze puzzler. As ever,** LOAD **the game, reset and enter:**

POKE 8503,160 (RETURN) **(Unlimited moves)**
POKE 6395,2 (RETURN) **(Walk through walls)**
POKE 7865,3 (RETURN)
POKE 7870,157 (RETURN)
POKE 7871,19 (RETURN) **(Unable to die)**

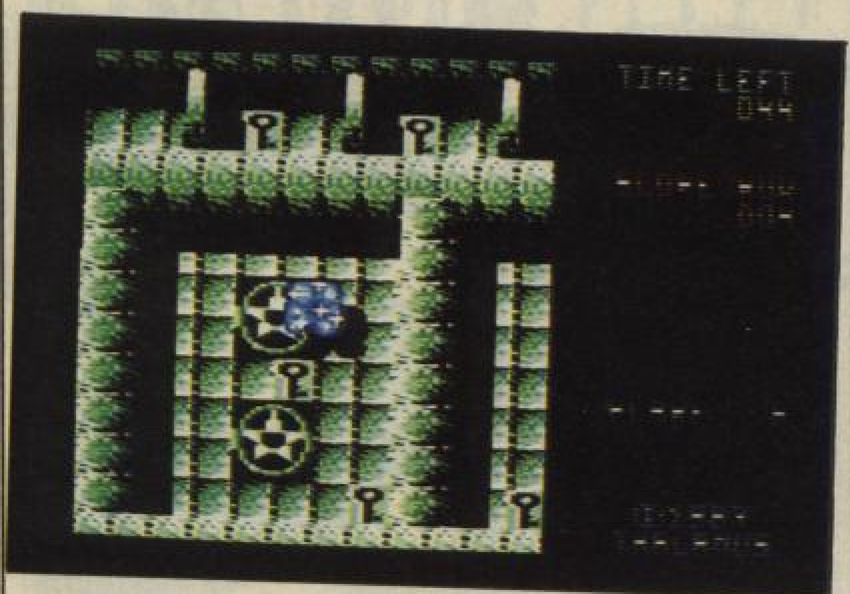
Restart with SYS 9547 (RETURN).

MARTIN'S MAD MULTIPOKES MK1

This mammoth section is devoted to another brainchild of Martin Pugh, this time a routine which activates cheats in 20 games which use Andrew Challis' "Wildsave" loader. First type in this short listing and SAVE it. Then plug in each game's individual lines of code from the list further on and type RUN (RETURN) to load and run the game of your choice in awfully easy mode.

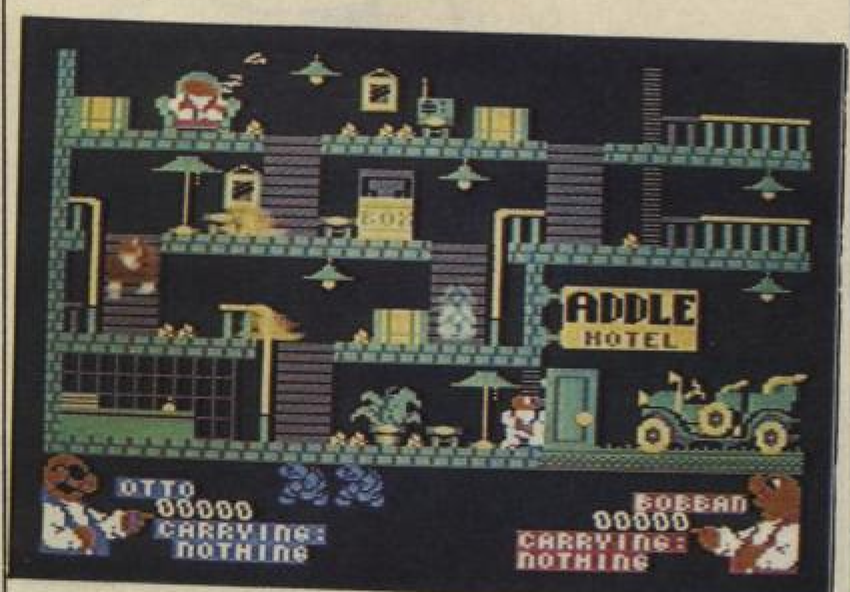
```
0 REM MULTIPLE POKES VER 1.01 (WILD SAVE) BY
H M PUGH
1 X=528
2 READ Y:IF Y=-1 THEN POKE 157,128:SYS 528
3 POKE X,Y:X=X+1:GOTO 2
4 DATA 169,29,141,40,3,169,2,141,41,3,32,86,235
5 DATA
169,11,141,206,1,169,34,141,207,1,96,72,77,80
```

7 DATA 169,181,141,96,46,76,235,2,-1
(*Quedex* infinite units)

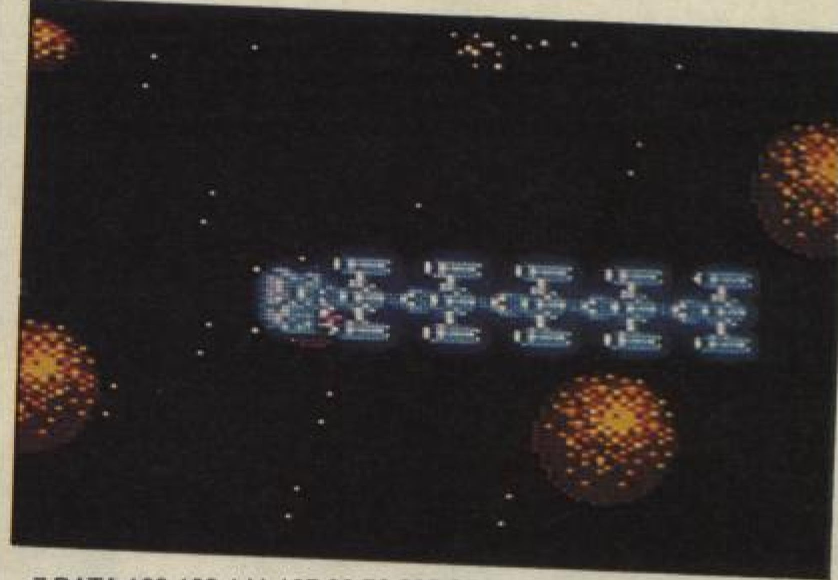


7 DATA 169,56,141,79,183,169,2,141,80,183,76,235,2
8 DATA 169,173,141,138,65,206,137,14,76,16,8,-1
(*Delta* infinite lives and no weapon loss)

7 DATA 169,185,141,250,141,76,68,68,-1
(*Clean Up Service* infinite lives for both players)



7 DATA 169,173,141,215,126,141,42,145,76,128,3,-1
(*Radius* infinite lives on both main and sub games)



7 DATA 169,189,141,107,30,76,235,2,-1
(*Crazy Coaster* infinite lives)

7 DATA 206,44,204,206,67,201,169,165,141,143,198,76,68,159,- 1
(*Joe Blade* infinite energy, keys, and bomb priming time)



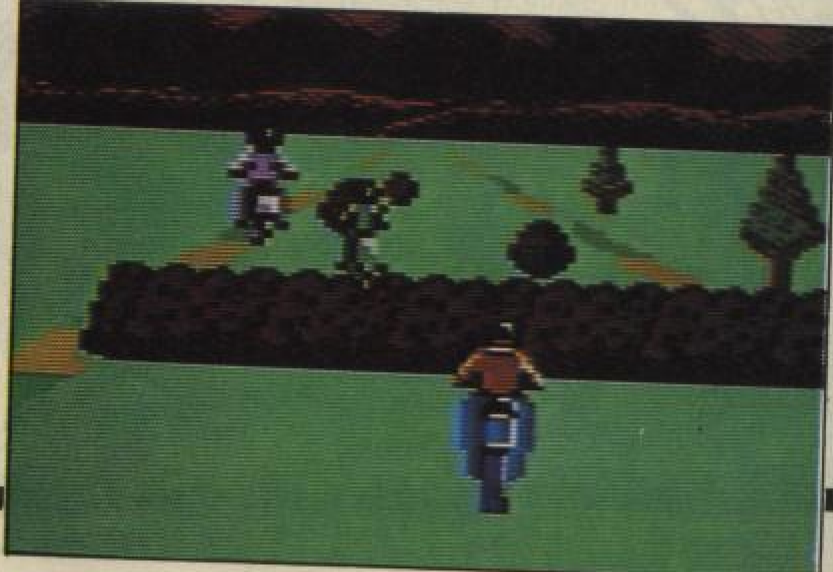
7 DATA 169,173,141,136,48,76,68,128,-1
(*Swamp Fever* infinite lives)

7 DATA 169,173,141,184,47,141,98,44,141,88,44,141,52,46,76,
235, 199,- 1
(*Toad Force* infinite chemicals and power)

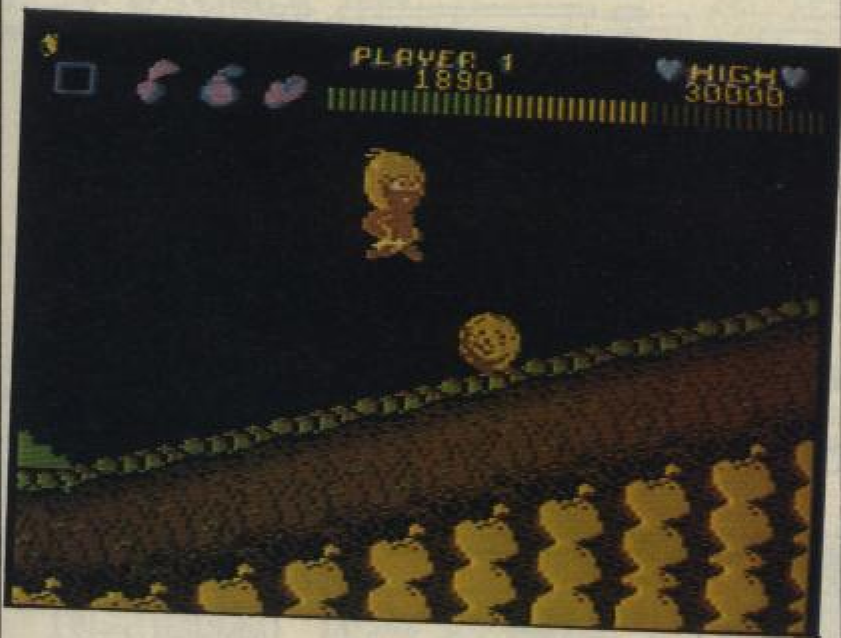
7 DATA 206,9,70,206,231,80,206,130,81,206,176,99,206,92,70,
76,235,2,-1
(*Into The Eagle's Nest* infinite ammo, keys, no hits)

7 DATA 169,165,141,253,47,76,235,2,-1
(*Firetrack* infinite hatch fighters)

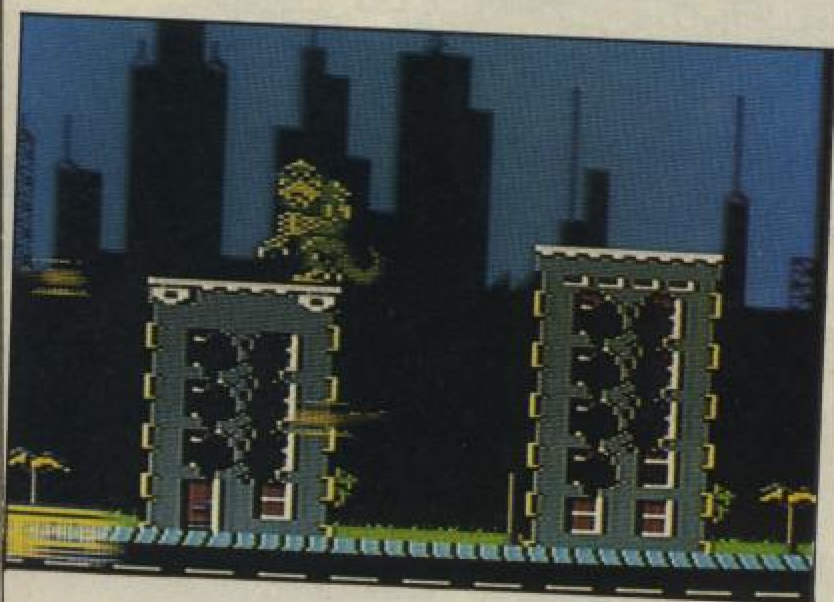
7 DATA 169,165,141,183,40,76,235,2,-1
(*Enduro Racer* infinite time)



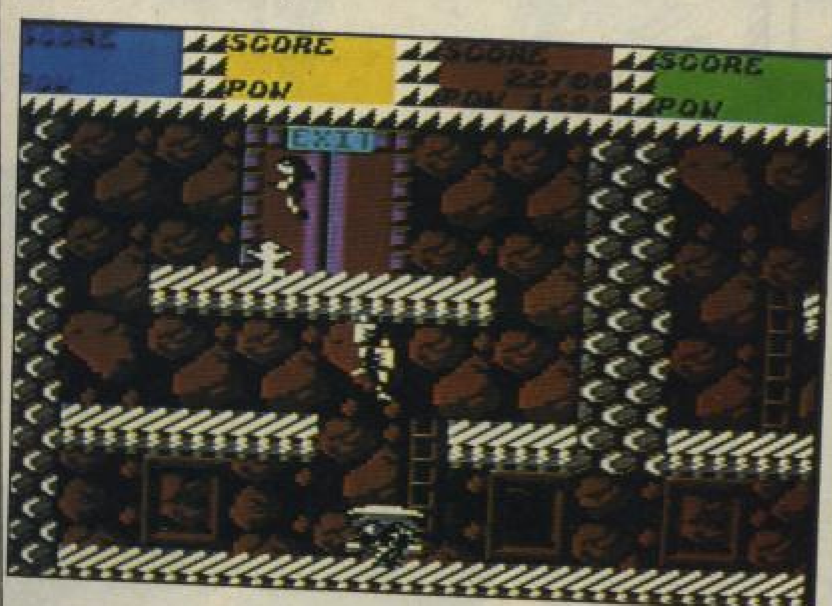
7 DATA 169,173,141,116,10,76,235,2,-1
(*Wonderboy* infinite lives)



7 DATA 169,0,141,64,136,141,98,136,141,98,136,141,212,136,
141,223,178,76,235,2,-1
(*X-15 Alpha Mission* infinite fuel and no damage)



7 DATA 169,189,141,27,1,169,182,141,29,1,169,155,141,30,1,76,
160,197,-1
(*Rampage* infinite lives)

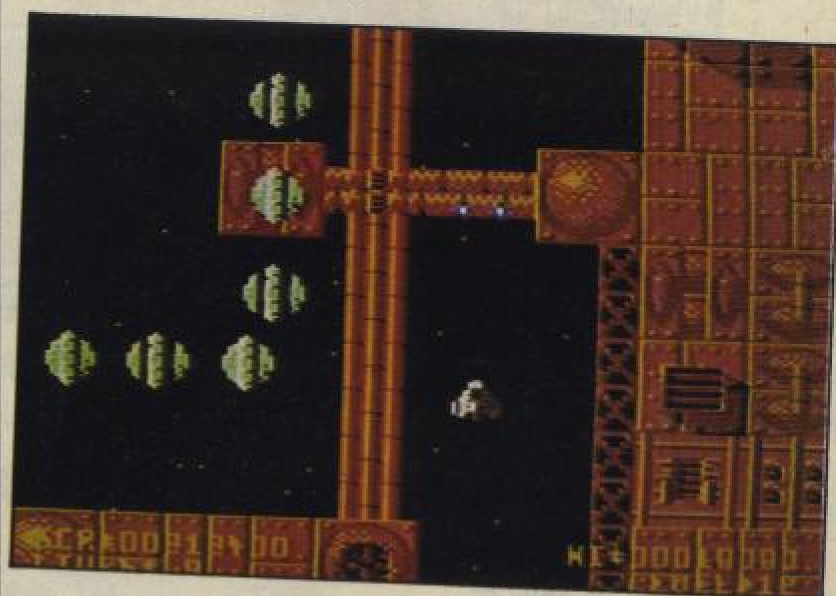


7 DATA 169,96,141,176,136,76,0,1,-1
(*Quartet* infinite energy)

7 DATA 169,165,141,185,54,141,250,62,76,235,2,-1
(*Gribbly's Day Out* (ZZAP! Sampler edition) no sprite collision)



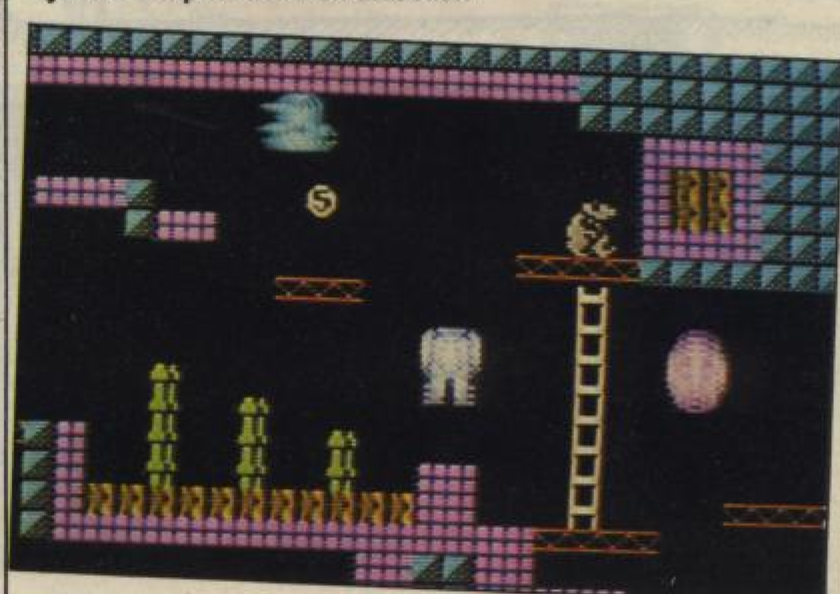
7 DATA 169,56,141,143,8,169,2,141,144,8,76,235,2,-1
8 DATA 169,173,141,224,25,76,16,8,-1
(*Hades Nebula* infinite lives)

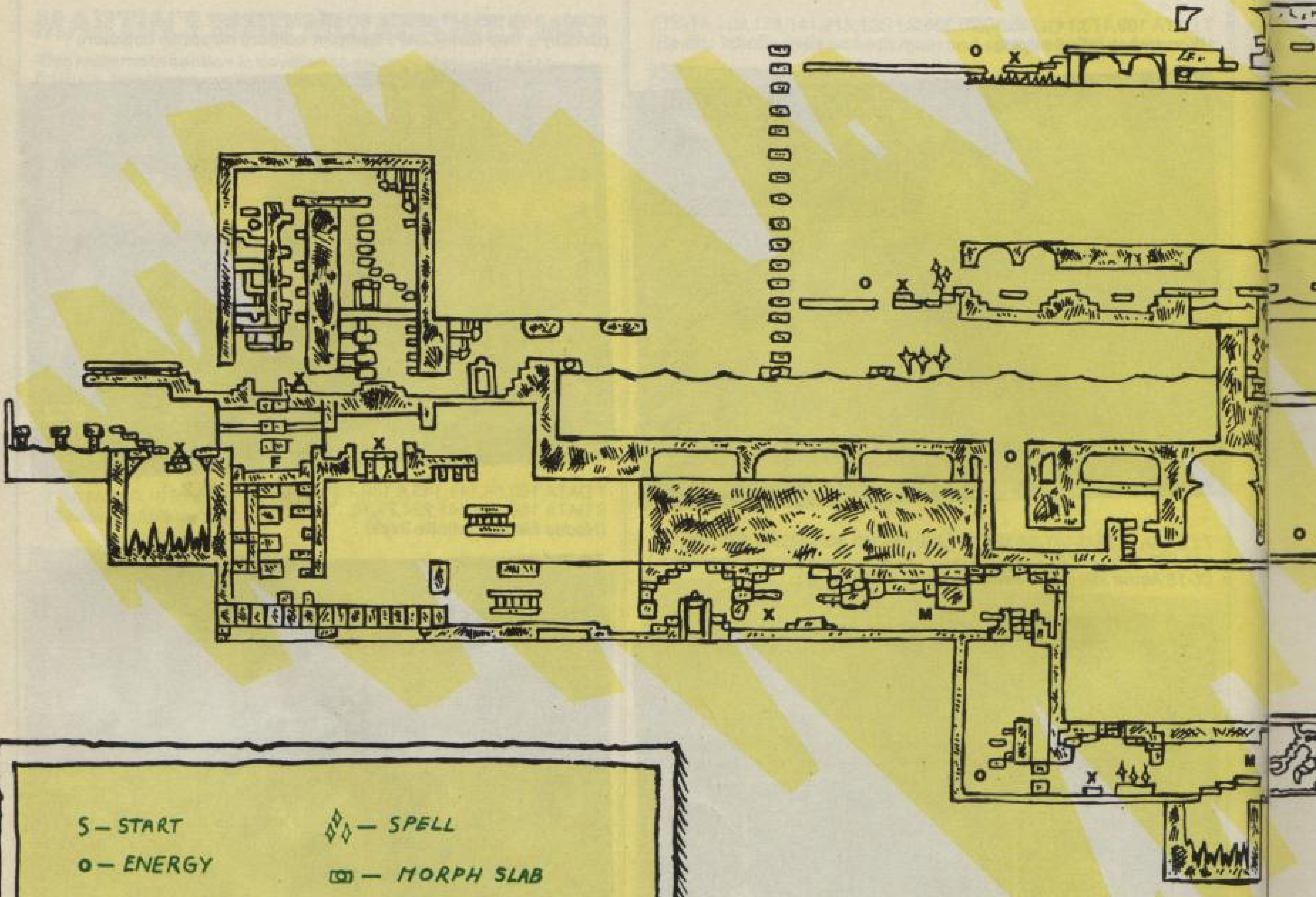


7 DATA 169,185,141,237,44,76,235,2,-1
(*Revenge 2* (ZZAP! Sampler edition) infinite energy

7 DATA 169,189,141,35,11,76,235,2,-1
(*Elektraglide* (Kidsplay compilation edition) infinite time)

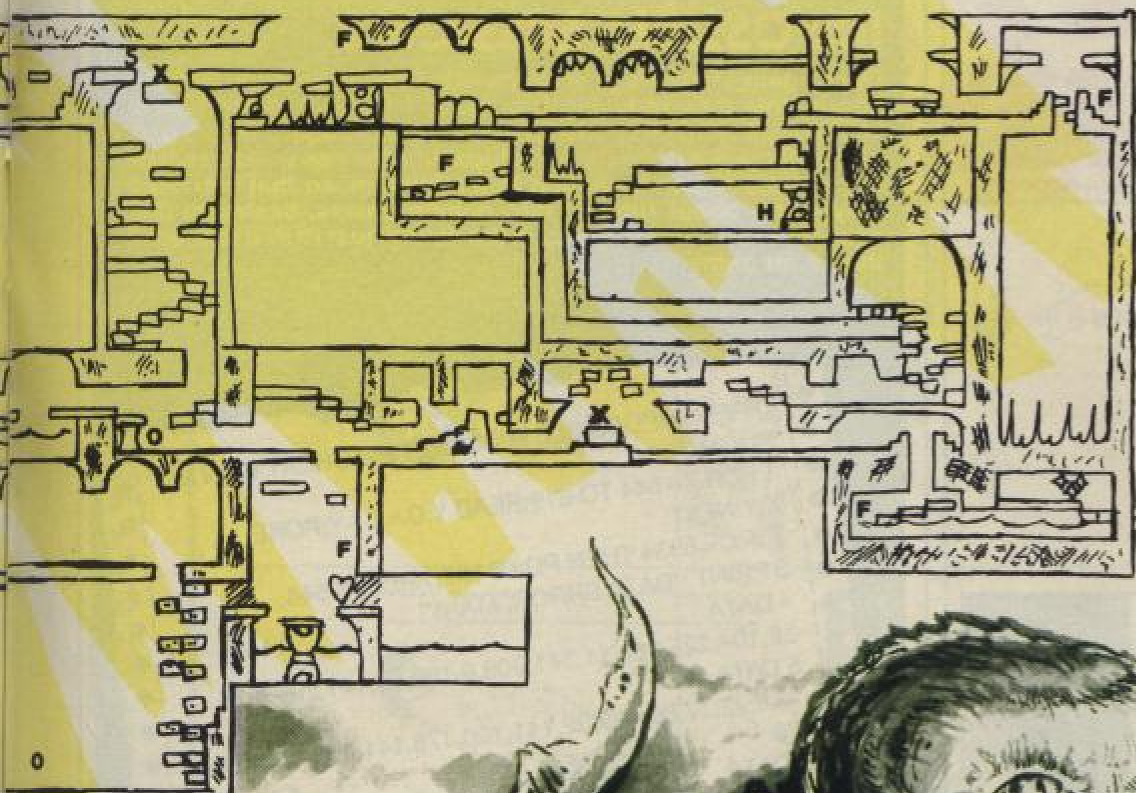
7 DATA 169,189,141,107,30,76,235,2,-1
(*Monty on the Run* (Kidsplay compilation edition) infinite Montys and no sprite collision detection





S — START
o — ENERGY
F — FLAME FLUID
♡ — DEMON SHIELD
H — MORPH HELIX
D — DRAGON'S EYE
◊◊ — SPELL
▢ — MORPH SLAB
X — RECORD SLAB
M — LARGE MONSTER
//// — DISAPEAR WHEN EYE IS HELD

DRAC



MAP COMPILED BY Mr. T. STOREY
DRAWN BY WAYNE ALLEN
AND MEL FISHER.



ONUS

APOLLO 18 (Accolade)

This is a pretty smart game which I really enjoyed when it came in for review, but I always had problems getting to the Moon Walk. If you had similar problems, these POKEs from Lynsoft of Denmark will allow you to practice on any of the eight stages in the game. Simply LOAD it up and when the title screen appears, reset and type . . .

POKE 2356, X: SYS 2335

Choose the stage you want to practise by changing X for one of the following values:

1 – MISSION CONTROL
2 – DOCKING
4 – COURSE CORRECTION
6 – LUNAR LANDING
7 – EVA, MOON WALK
8 – LUNAR LIFT OFF
9 – EVA, SPACE WALK
11 – RE-ENTRY.



GUTZ (Ocean/Special FX)

Make organ-grinding easy with these luvverly Varkanoid pokes to give infinite energy or lives as you wish on this pretty but boring game of intestine-negotiation. LOAD up the game, reset the computer on the title screen and enter:

POKE 2048,120: POKE 2049, 169: POKE 2050, 53: DOOBEDOOBEDOOBEDOO: SYS 2048

But instead of typing DOOBEDOOBEDOOBEDOO, use one of the following:

POKE 48372,169: POKE 48733,127 for infinite energy, or
POKE 48406,169: POKE 48407,127 for infinite lives



IMPOSSIBLE MISSION 2

Once again, Martin Pugh of Holywell in Clwyd comes up with the goods, this time reducing Impossible Mission 2 to Improbable Mission 2. The hack is one which any secret agent would give his hidden wrist radio for and stops time loss as well as reducing sprite collision detection to a minimum, so that you need only worry about running into bombs, mines, bashbots and squashbots . . . After typing in the listing, just RUN it to load in the easier game.

```
0 REM IMPOSSIBLE MISSION TWO CHEAT BY H M
PUGH
1 FOR X=544 TO 619:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=8934 THEN POKE 157,128:SYS 544
3 PRINT "DATA ERROR, MAN!"
4 DATA
32,104,225,169,11,141,208,8,169,58,141,209,8,76
5 DATA
16,8,72,77,80,169,32,141,100,178,141,164,190,169
,78
6 DATA
141,101,178,141,165,190,169,2,141,102,178,141,1
66,190,76
7 DATA
230,159,169,0,141,17,49,141,23,63,141,138,102,16
9,173,141
8 DATA
31,63,169,234,141,18,49,169,169,141,16,49,238,32
,208,96
```



AUF WIEDERSEHEN, MONTY (Gremlin Graphics)

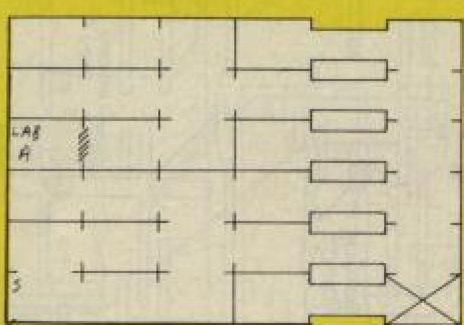
These cosmopolitan tips for the last of Mr Mole's adventures come to you courtesy of Stewart McCombie who resides in sunny Solihull.

Take the football from Spain to Juventus in Italy, the bottle of wine from France to Dortmund and the steering wheel from Sweden to Monaco. To use the ski lift, get the tools from Bonn. Take the cork to the man in Amsterdam and he will give you some flowers which you should give to the lady on the Leaning Tower of Pisa. Take the Mona Lisa to the Mafia fence.

To gain extra lives, pick up rabbits, cherries and ice cream, or if you collect £3,000 you will receive an extra Monty and part of the island will appear.

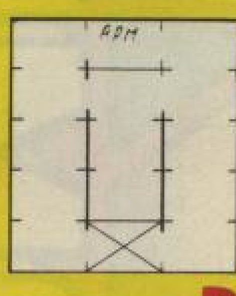
INFILTRATOR II



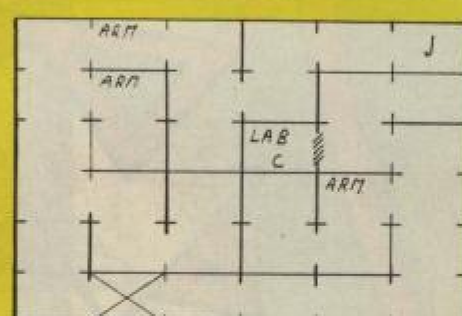


A

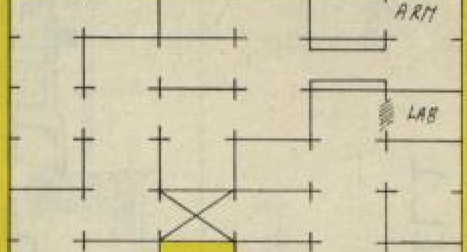
KEY
ARM - ARMOURY
/// - SECURITY DOOR
S - SECURITY CARD
D - JANITOR'S UNIFORM
GAS - GAS ROOM



B



C



D

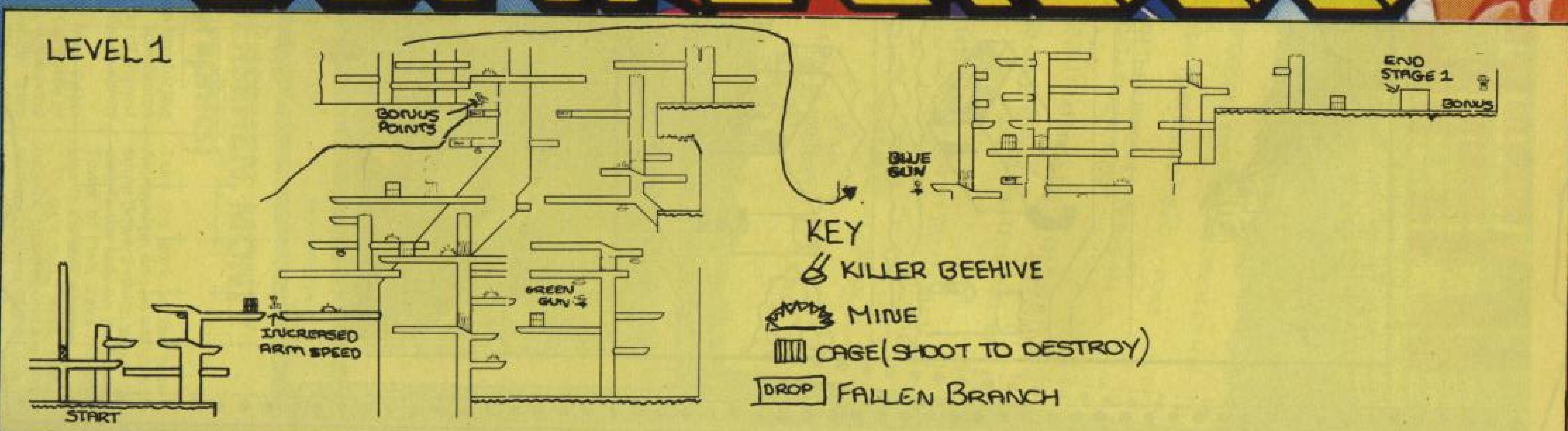


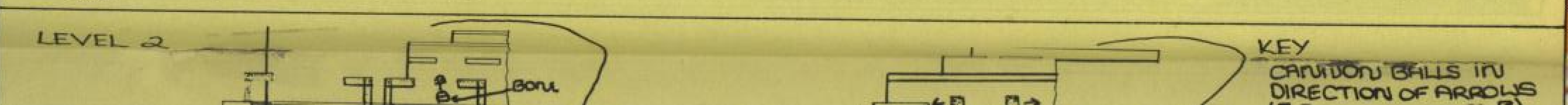
E

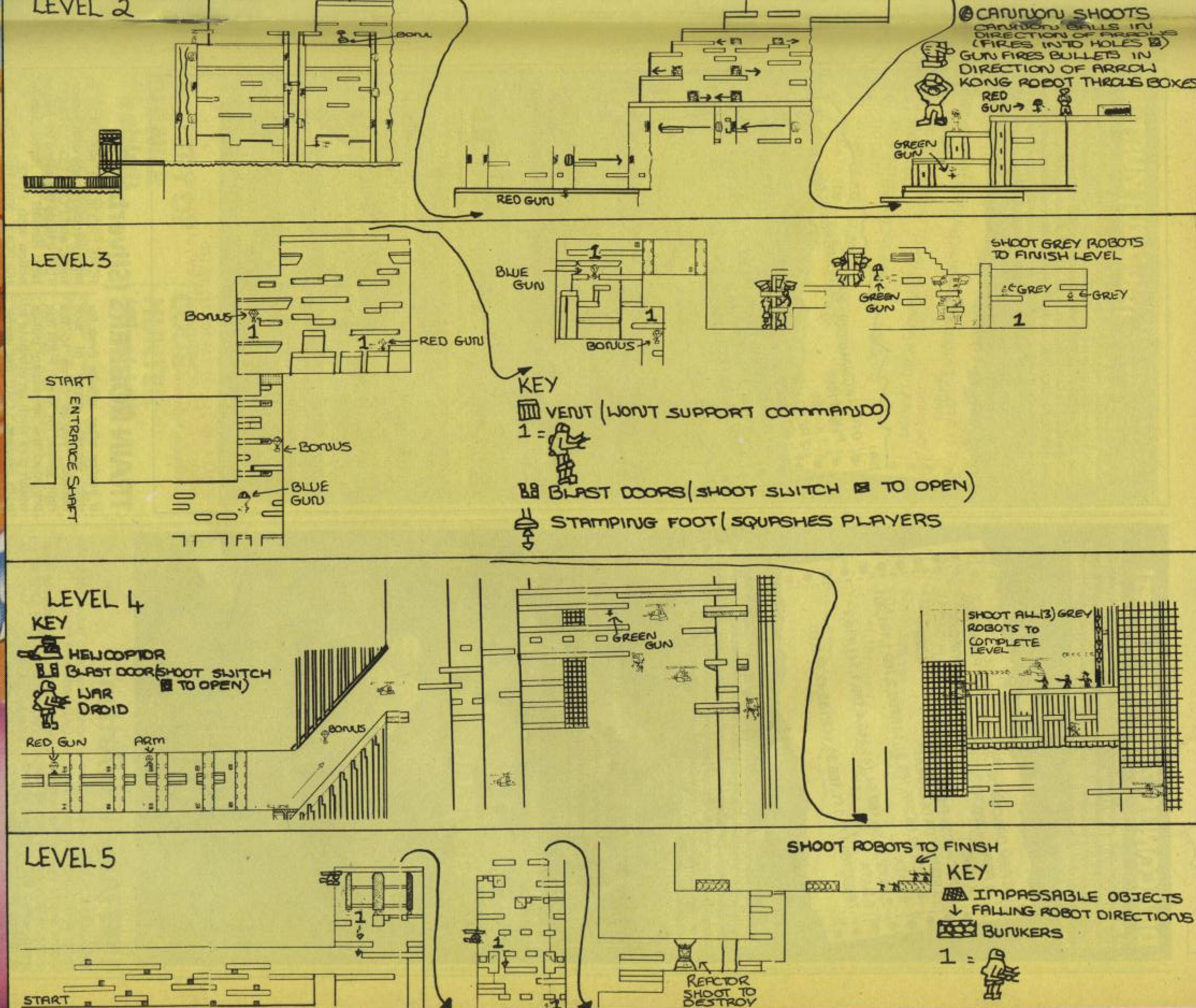


F

BIONIC COMMANDOS™






LEVEL 2
BONU
RED GUN
CANNON SHOOTS CANNON BALLS IN DIRECTION OF ARROWS (FIRES INTO HOLES)
GUN FIRES BULLETS IN DIRECTION OF ARROW
KONG ROBOT THROWS BOXES
RED GUN
GREEN GUN
LEVEL 3
START
ENTRANCE SHAFT
BONUS
RED GUN
BONUS
BLUE GUN
BLUE GUN
BONUS
GREEN GUN
SHOOT GREY ROBOTS TO FINISH LEVEL
GREY
GREY
KEY
VENT (WONT SUPPORT COMMANDO)
1 =
BLAST DOORS (SHOOT SWITCH TO OPEN)
STAMPING FOOT (SQUASHES PLAYERS
LEVEL 4
KEY
HELICOPTOR
BLAST DOOR (SHOOT SWITCH TO OPEN)
WAR DROID
RED GUN
ARM
BONUS
GREEN GUN
SHOOT ALL (3) GREY ROBOTS TO COMPLETE LEVEL
LEVEL 5
START
REACTOR SHOOT TO DESTROY
SHOOT ROBOTS TO FINISH
KEY
IMPASSABLE OBJECTS
FALLING ROBOT DIRECTIONS
BUNKERS
1 =

DRACONUS (Zeppelin Games)

A great budget game this, but not terribly easy, so this Martin Pugh hack listing and these POKEs from Trinity of Agile in Sweden should come in pretty darned handy. I've also got a map of Draconus which I should be printing next issue, but until then, here's the listing:

```
0 REM DRACONUS CHEAT BY H M PUGH 1988
1 FOR X=320 TO 360:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=4056 THEN POKE 157,128:SYS 320
3 PRINT "DATA ERROR"
4 DATA 32,86,245,169,81,141,200,2,169,1,141,201
5 DATA
2,96,72,77,80,169,94,141,118,4,169,1,141,119,4
6 DATA
76,0,4,169,173,141,198,38,141,183,42,76,0,60
```

Right, enter that, put the cassette in the cassette recorder, type RUN (RETURN), and start the tape to run the game with infinite lives. For those of you with reset switches, here is a more versatile set of POKEs which impart all manner of magicals on the heroic Frognum. To use them, LOAD the game, reset the computer and type in:

POKE 9926,173 **Infinite lives**
POKE 5426,173:POKE 5429,173 **Infinite lives**
POKE 2381,(1-9) **Number of lives**
POKE 2324,(1-9) **Number of flames (enter 8 for 80, 9 for 90, etc)**
POKE 10125, 32 **Sprite cheat**
POKE 2280,141:POKE 2281,209 **"Eternal" score**

Restart the game with POKE 37638,10:SYS 15360 (RETURN)



KONAMI'S ARCADE COLLECTION (Imagine)

This is the sort of thing I was talking about in the intro. All the games on this compilation have had their code shifted around and a new loader put on them, so all previous hacks for them won't work. To put things right, here's Martin Pugh of Holywell in Clwyd, who has put together a master listing, onto which extra lines can be bolted, depending on the game you want to cheat at. Anyway, enough of the spiel, and on with the listing, but before you start, type

POKE 44,9:POKE 2304,0:NEW (RETURN)

Now, the listing

```
0 REM KONAMI COLLECTION CHEATS BY H M
PUGH 1988
1 X=368
2 READ Y:IF Y=-1 THEN POKE 157,128:SYS 368
3 POKE X,Y: X=X+1:GOTO 2
4 DATA 32,86,245,169,32,141,84,3,169,134,141
5 DATA 85,3,169,1,141,86,3
10 DATA 104,173,32,208,96,-1
```

Now it'd be a good idea to SAVE this for future use, but when you want to LOAD the listing back, you must do it like this:

POKE 44,9:POKE 2304,0:LOAD

Here are the extra lines which have to be added to this listing for it to cater for the six individual games. These are followed by reset POKEs which have the same effect but don't require the listing.

6 DATA 169,224,141,126,27
POKE 5975,189:SYS 5768 (RETURN)
(Nemesis infinite lives)

6 DATA 169,173,141,226,31
(Green Beret infinite lives)

7 DATA 169,173,141,160,33
(Green Beret infinite weapon use)

6 DATA 169,181,141,40,13
(Mikie infinite lives)

6 DATA 169,165,141,255,91
POKE 3368,181:SYS 2176 (RETURN)
(Iron Horse infinite lives)

6 DATA 169,165,141,255,91
POKE 23551,165:SYS 16406 (RETURN)
(Shao Lin's Road invincibility)

6 DATA 169,243,141,224,165,141,12,166
POKE 52050,174:POKE 52097,174:SYS 51200 (RETURN)
(Jailbreak infinite lives)

1943 (American Action)

Oh well, I suppose *someone* must've bought this poor arcade clone, and if you're that someone you may like to pep up the game with a bit of added speed or maybe an infinite lives POKE. Once again you have Sean and Adrian Meads to thank for these LOAD and reset POKEs.

POKE 3395,169 **for infinite lives**
POKE 6704,96:POKE 6707,96 **for a faster game**

SYS 11109 **will restart the game.**

TRAIN ROBBERS (Silverbird)

If you're after infinite lives for this superb game of sick humour, you've come to the right place, for Martin Pugh has provided the necessary pokes which give such an attribute to both players. LOAD the game, reset the computer and enter POKE 15338,173 (RETURN) to impower player one with immortality, and POKE 15371,173 (RETURN) to do the same for player two. Restart the rootin' tootin' action with POKE 162:POKE 2050,189:SYS (RETURN).

OUTRUN (US Gold)

I know we've had loads of POKEs **for this already, but here's a round up of the most useful for those of you who missed them the first time round.** Sean **and** Adrian Meads **are the fellows responsible, and a tip of the hat goes to the hackers who sent them in earlier. The** POKEs **are reset compatible but if you haven't got a reset switch you'll need to type in this listing, then** RUN **it and start the tape.**

```
10 REM OUTRUN CRACK – SEAN AND ADRIAN
MEADS
20 FOR I=49152 TO 49185:READ A:POKE I,A:NEXT
100 DATA
32,44,247,32,108,245,169,7,141,209,8,162
110 DATA
16,189,24,192,157,255,62,202,208,247,76,16,8,169
120 DATA 208,141,201,4,76,0,4,0
```



The game should then LOAD **and reset itself, so as soon as the** READY **prompt appears you can enter your selection of** POKEs **from this list.**

POKE 44049,96 **stops collisions**
POKE 34686,173 **infinite time**
POKE 34320,174:POKE 34187,174:POKE 37188,(1 to 5) **select starting stage**
POKE 33398,32 **colour effect in border**
POKE 33396,173 **gets rid of road lines**
POKE 36627,160:POKE 36659,160 **lets the car go off the road completely**
POKE 36626,59:POKE 36658,22 **will not allow the car off the road**
POKE 36679,(1 to 255):POKE 36647,(1 to 255) **speed of movement of car**

Now restart the game with SYS 38045.

MYSTERY OF THE NILE (Firebird)

This trio of passwords sent in by Sean **and** Adrian Meads **should get stymied adventurers back on the trail of Abu-Sahl, the Jewel of Luxor and Baron von Bloefeldt**

HD576172V **Level 1**
HE576171V **Level 2**
HF576170V **Level 3**

CODE HUNTER (Firebird)

Infinite lives in this budget beauty are simply a matter of LOAD**ing the game, resetting the computer and typing in** POKE 8759,173:SYS 4700(RETURN). **Easy when you know how, isn't it? Well, it is when** Sean **and** Adrian Meads **know how.**

TORNADO LOW LEVEL (Ocean)

El-der-lee! This crusty old Spectrum conversion takes on new life (or rather new *lives*) after being hacked about a bit with this Martin Pugh **listing. Just type it in, put the tape in the deck,** RUN **the listing and start the tape for unlimited Tornados.**

```
0 REM TLL CHEAT BY H M PUGH
1 FOR X=374 TO 404:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=3516 THEN POKE 157,128:SYS 374
3 PRINT "DATA ERROR"
4 DATA
32,104,225,169,1,141,244,3,76,13,8,72,77,80,169
5 DATA
173,141,104,186,141,7,225,169,3,141,111,186,32,1
32,255,96
```

Now for the reset POKEs. **Squeeze your button during play (not on the title screen), and enter these** POKEs:
POKE 47720,173:POKE 47727,3 (RETURN) **for infinite lives**
POKE 57607,173 (RETURN) **for infinite time**
SYS 5862 (RETURN) **to restart the game**

PLATOON (Ocean)

Every other letter this month seemed to include this tip, but for the three of you who don't know it yet, here's one of the variations on the theme from Stuart Edwards **of Chopwell in Tyne and Wear.**

Once you've completed level one, and part two has loaded as normal, reset the digit counter to zero, and press fire. When you've completed parts two and three, let part four load as normal, but even if you don't complete the second and third sections, ignore the onscreen instructions and let the tape run on.

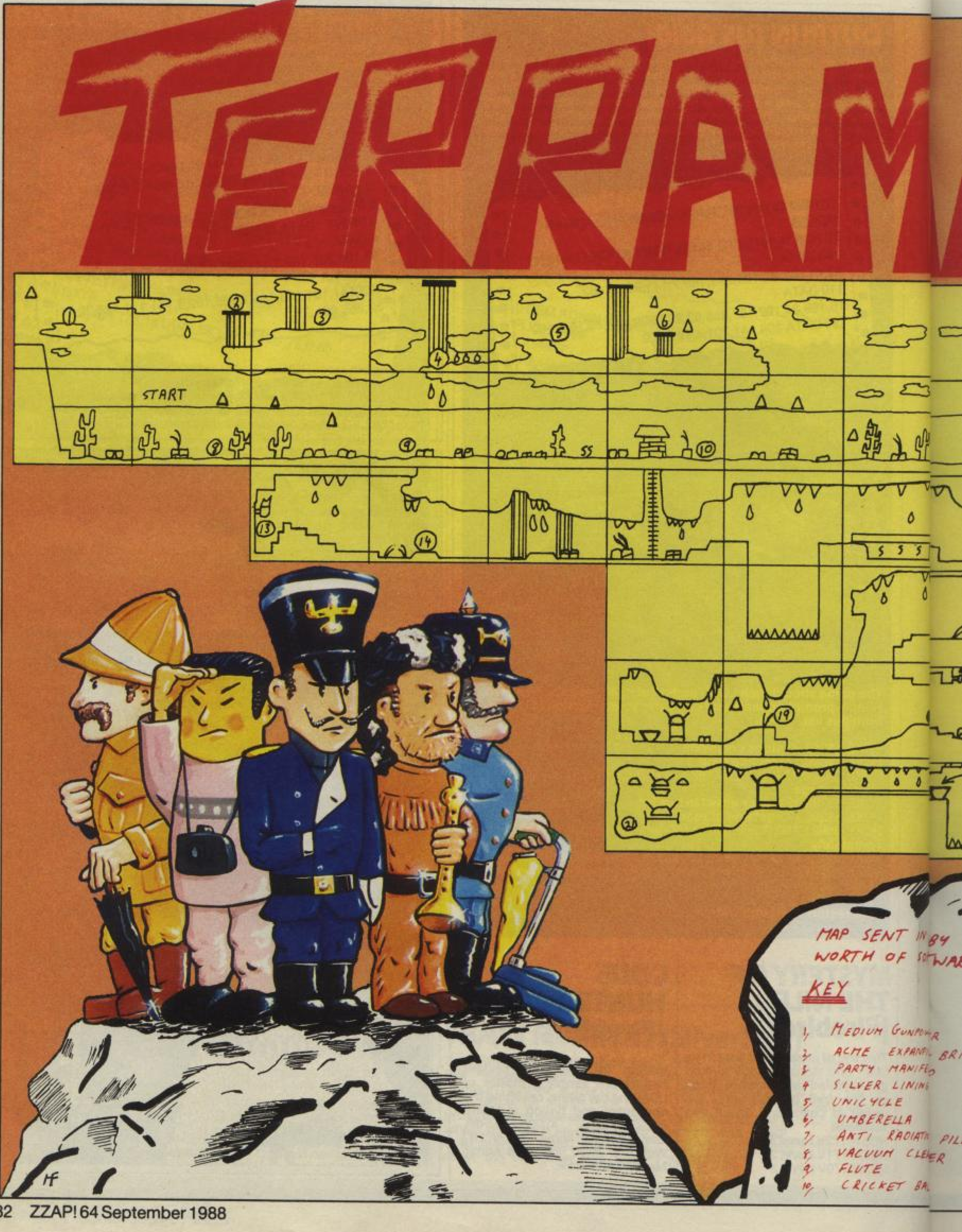
After a couple of seconds the loading music should start and about a minute later you will be prompted to press fire, and you can now play part four. If you cannot complete the game the first time around, and have lost both of your lives, wait until you are prompted to rewind the tape to the beginning, but instead rewind it until the digit counter reads zero and then press play. After a few seconds the loading music will burst forth from the speaker signifying that part four is currently being loaded up again. This you can do *ad nauseam* or until you're sick of it.

And here's a similar cheat for the disk version of the game from the one an' only Adam Robinson **of The Barlick Hackers.**

Turn the disk onto side B and LOAD "lay2",8. **When the cursor reappears waste no time in typing** SYS 16384 (RETURN) **to load the tunnel network with two men intact.**

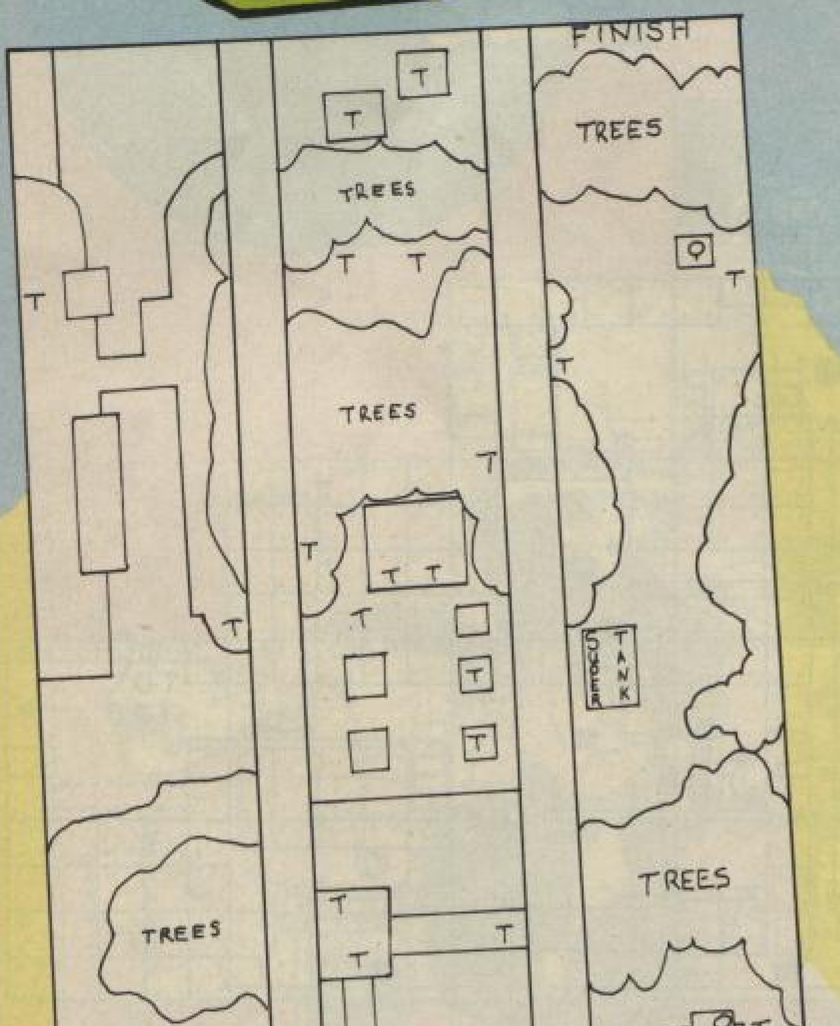
Alternatively, you can LOAD "lay3",8, **and then type** SYS 16384 **when that section of code has loaded, to get started on the jungle level.**

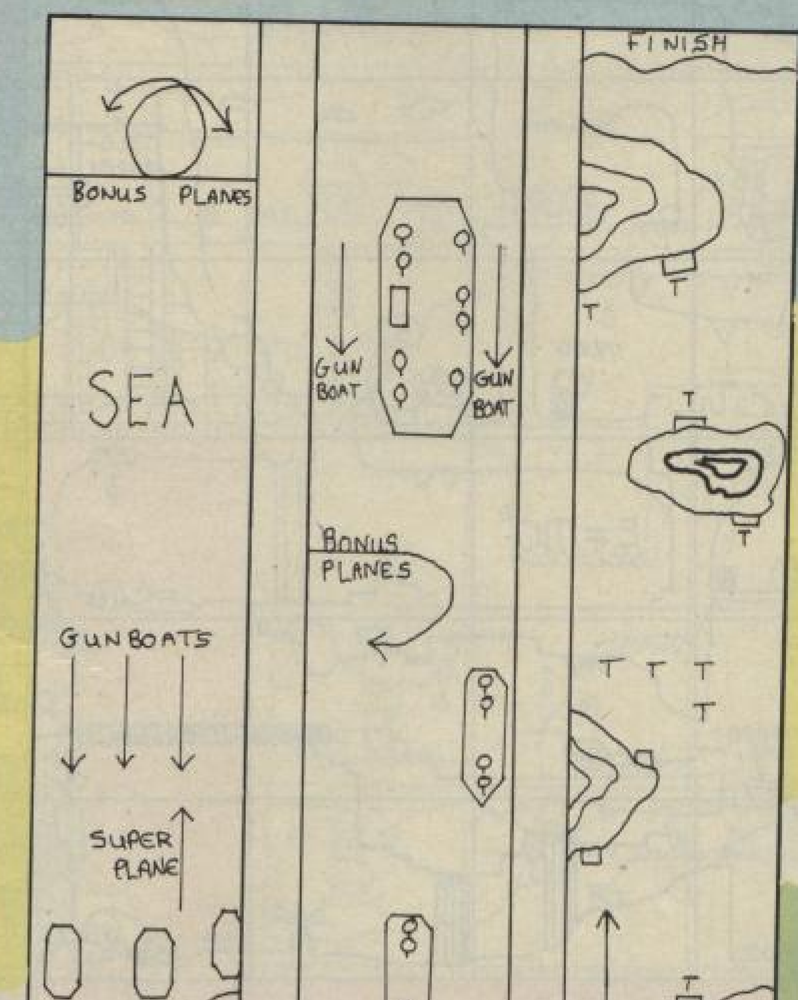


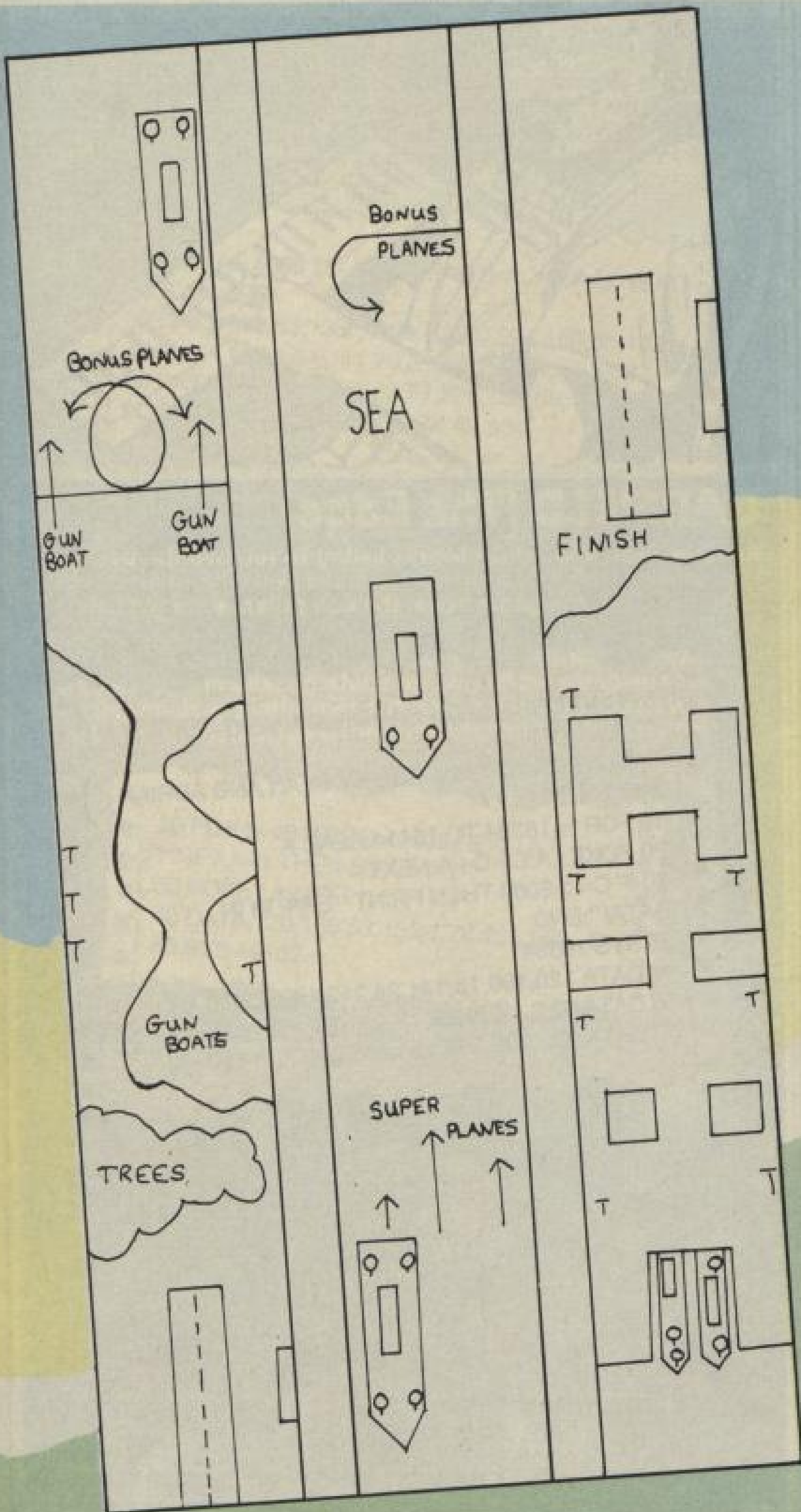

TERRAM
START
MAP SENT IN BY
WORTH OF
KEY
1, MEDIUM GUNPOW
2, ACME EXPAN
3, PARTY MANIF
4 SILVER LINING
5, UNICYCLE
6, UMBERELLA
7, ANTI RADIAT
8, VACUUM CLE
9, FLUTE
10, CRICKET BA

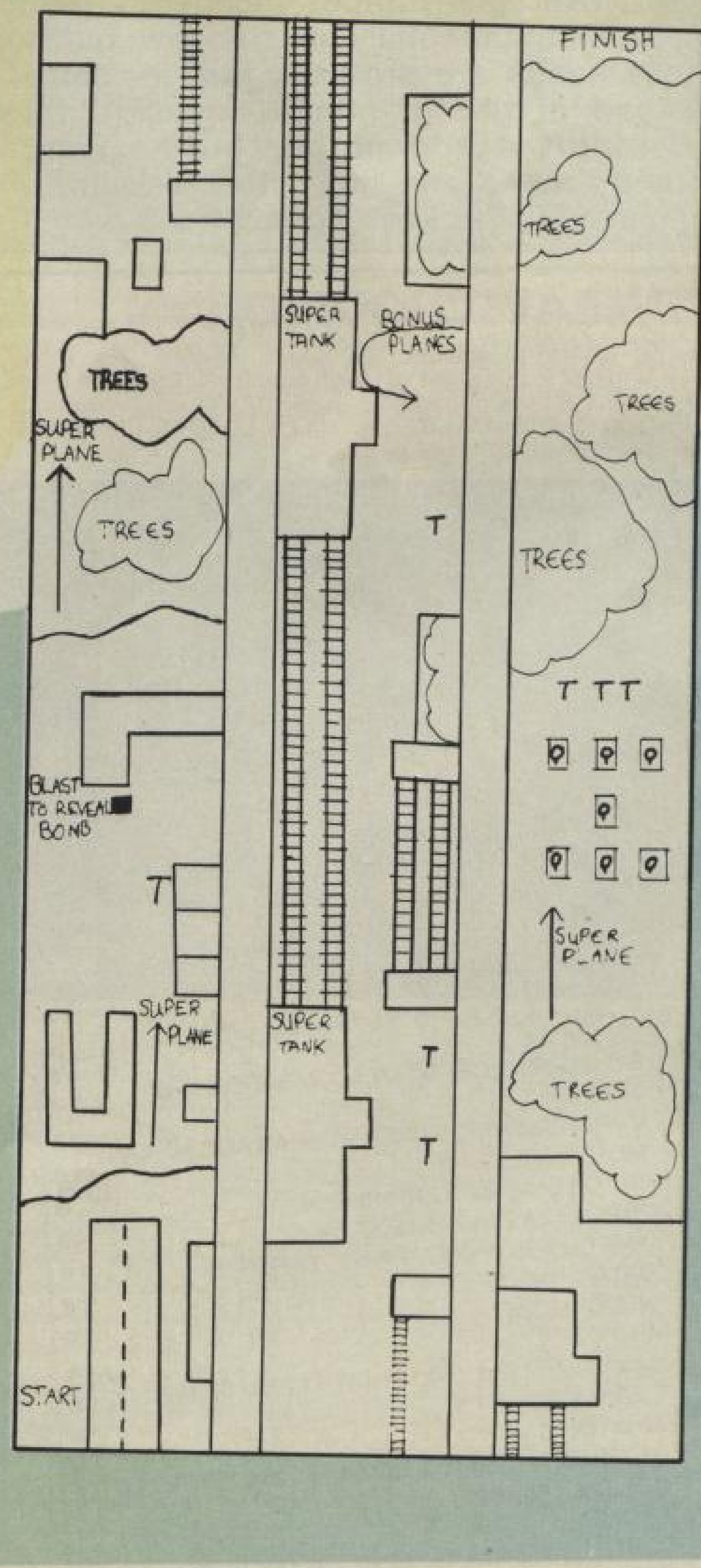

TELE-
SCOPE
SPRING
E=mc²
TRAMPO-
LINE
TO
LAB
PROF. EYESTRAIN'S LABORATORY
'84 IAN BENTLEY WHO WON £30
SOFTWARE
BRIDGE
PILLS
11 BELLOWS
12 SPURS
13 SMALL GUNPOWDER
14 FLASH GUN
15 LARGE GUNPOWDER
16 SWITCH
17 BEER BARREL
18 ENERGY CRYSTAL
19 COAT HANGER
20 BATTERY
21 ATOMIC PILE
22 CUP OF TEA

FLYING SHARK






BONUS
PLANES
BONUS PLANES
SEA
GUN BOAT
GUN BOAT
FINISH
T
T
T
T
GUN BOATS
T
T
T
T
T
SUPER
PLANES
TREES
T
T


FINISH
TREES
SUPER TANK
BONUS PLANES
TREES
TREES
SUPER PLANE
TREES
T
TREES
T T T
BLAST TO REVEAL BOMB
T
SUPER PLANE
SUPER PLANE
SUPER TANK
T
T
TREES
START


T - TANK
-GUN TURRET

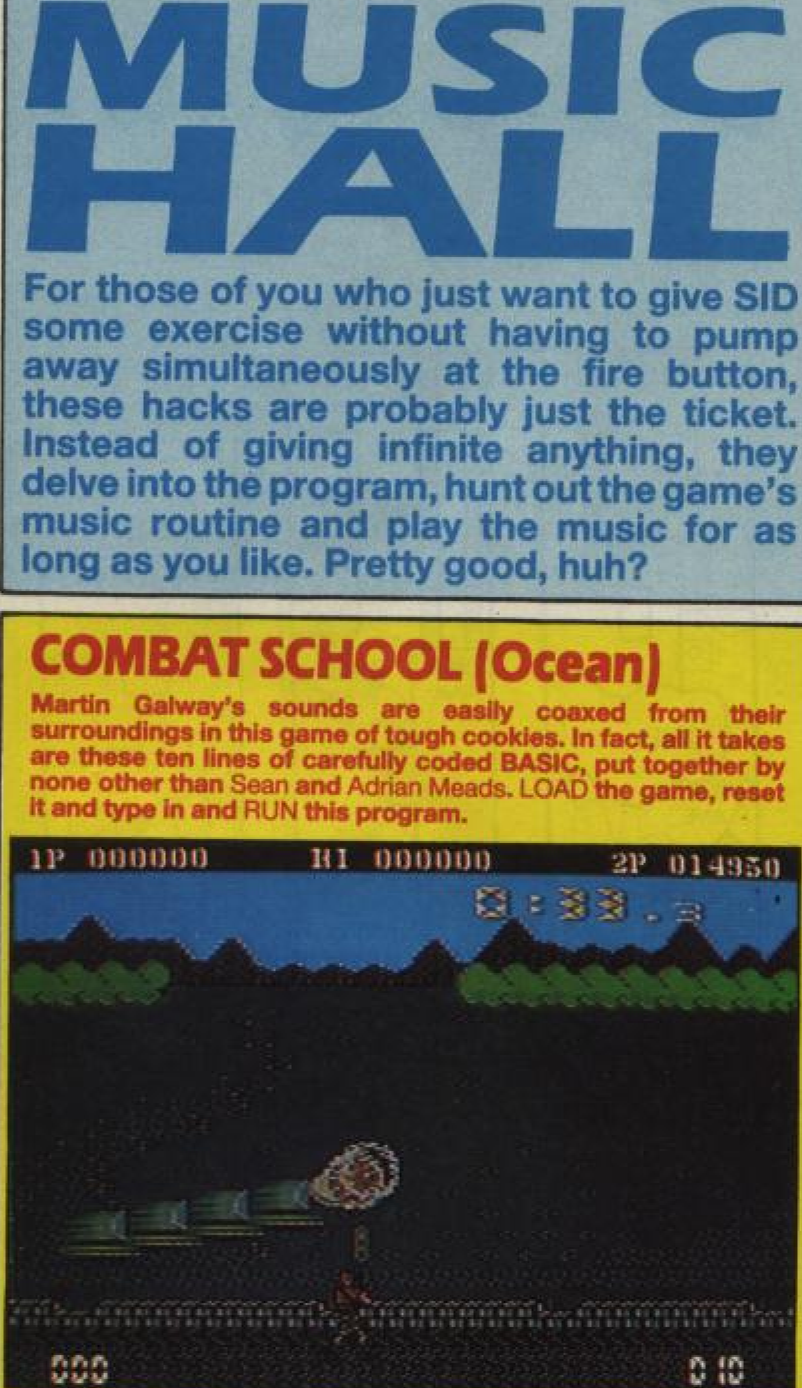
PG'S MUSIC HALL

For those of you who just want to give SID some exercise without having to pump away simultaneously at the fire button, these hacks are probably just the ticket. Instead of giving infinite anything, they delve into the program, hunt out the game's music routine and play the music for as long as you like. Pretty good, huh?



COMBAT SCHOOL (Ocean)

Martin Galway's sounds are easily coaxed from their surroundings in this game of tough cookies. In fact, all it takes are these ten lines of carefully coded BASIC, put together by none other than Sean and Adrian Meads. LOAD **the game, reset it and type in and** RUN **this program.**

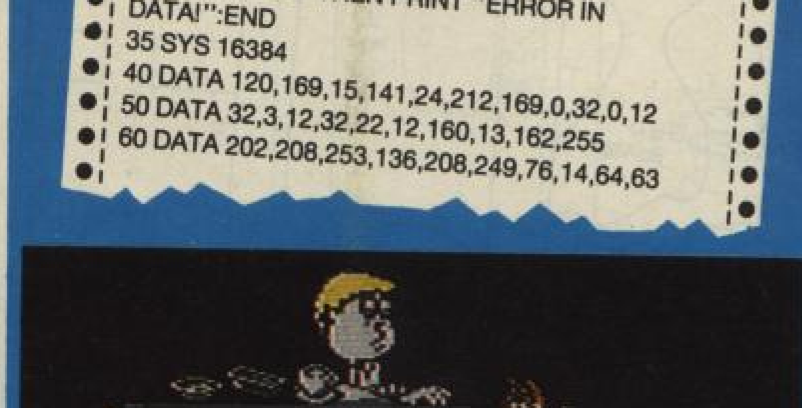



```
5 C=0:PRINT CHR$(147);"COMBAT SCHOOL
MUSIC"
8 PRINT:PRINT "HACKED BY SEAN AND ADRIAN
MEADS '88"
10 FOR I=16384 TO 16445:READ A
20 POKE I,A:C=C+A:NEXT
30 IF C<>7605 THEN PRINT "ERROR IN
DATA!":END
35 SYS 16384
40 DATA
120,169,53,133,1,169,127,141,13,220,169,129,141,
26,208,32 48
50 DATA
64,169,80,141,254,255,169,64,141,255,255,160,11
0,32,125, 168,169
60 DATA
0,141,32,208,88,32,45,182,32,206,168,76,39,64,16
2,32,169, 0,157
70 DATA 0,212,202,208,248,32,96,168,96
```

GARFIELD (The Edge)

Another Sean **and** Adrian Meads **listing to remove the bouncy** Demon **soundtrack from this game and play it till your eardrums implode.** LOAD **the game, reset the computer, enter the listing and** RUN **it.**

```
5 PRINT CHR$(147); "GARFIELD MUSIC – WRITTEN
BY DEMON!"
8 PRINT:PRINT "HACKED BY SEAN AND ADRIAN
MEADS '88"
10 FOR I=16384 TO 16414:READ A
20 POKE I,A:C=C+A:NEXT
30 IF C<>3069 THEN PRINT "ERROR IN
DATA!":END
35 SYS 16384
40 DATA 120,169,15,141,24,212,169,0,32,0,12
50 DATA 32,3,12,32,22,12,160,13,162,255
60 DATA 202,208,253,136,208,249,76,14,64,63
```



ARMAGEDDON MAN (Martech)

M Svendsen **also provided a listing which gives instant access to the four pieces of music in this game of global thermonuclear politics. As usual,** LOAD, **reset and enter the listing below, then press keys 1 to 4 to select your favourite tune.**

```
10 FOR A=4096 TO 4149:POKE A,B:NEXT
20 SYS 4126
30 DATA 32,228,255,201,49,240,15,201
40 DATA 50,240,11,201,51,240,7,201
50 DATA 52,240,3,76,0,16,233,49,32,0,80,76
60 DATA 0,16,169,43,141,20,3,169,16,141,21,3
70 DATA 76,0,16,32,58,65,169,75,141,5
80 DATA 220,76,49,234
```

ATV SIMULATOR (Code Masters)

If you're really keen on David Whittaker's music for this pretty poor game, don't hang about – LOAD it up with all speed! Then, of course, you reset the computer and key in this M Svendsen hack which puts all the game's tunes at your beck and call.

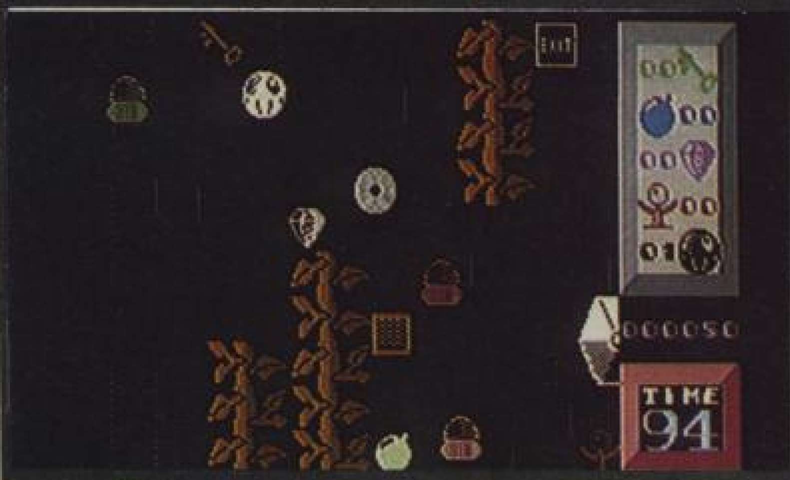
```
10 FOR A=4096 TO 4138:READ B:POKE A,B:NEXT
20 SYS 4096
30 DATA 169,53,133,1,169,1,32,0,224,169,55,133
40 DATA 1,169,24,141,20,3,169,16,141,21,3,96
50 DATA 169,53,133,1,32,57,225,169,55,133,1
60 DATA 169,75,141,5,220,76,49,234
```

Type RUN, hit RETURN, and when the cursor appears, type POKE 4101, (The number of the tune from 0 to 3): SYS 4096

I, BALL 2 (Silverbird)

Think of this as an annexe to the Music Hall. **Those** Meads **fellows have sent in a listing which will play all the sampled speech from this madcap platformer. If this sort of thing appeals to you, then** LOAD **the game, reset the computer and go for it by typing in . . .**

```
10 FOR I=49152 TO 49999:READ A
20 IF A=-1 THEN 50
30 POKE I,A:NEXT I
40 DATA 120,169,53,133,1,76,235,252,-1
50 SYS 49152
```



DRACONUS (Zeppelin Games)

For lovers of this fab game's music, here's a petite programette which, you'll be surprised to learn, plays Draconus' **haunting melodies independently of the game. You know the routine – LOAD, reset and key in the following:**

```
10 POKE 49526, 255
20 POKE 49152,A
30 SYS 49295
40 FOR T=0 TO X: NEXT
50 GOTO 30
```

Replace A **with a number from 1 to 6 to select the tune, or 7 to 255 to choose remixes. Then change** X **for a value which controls the speed of the music. The normal value is seven, and any number lower than this makes the music run faster, and any number higher slows it down. Now** RUN **this, sit back and listen.**

THE FIREFLY MEGA MUZIK ROUTINE

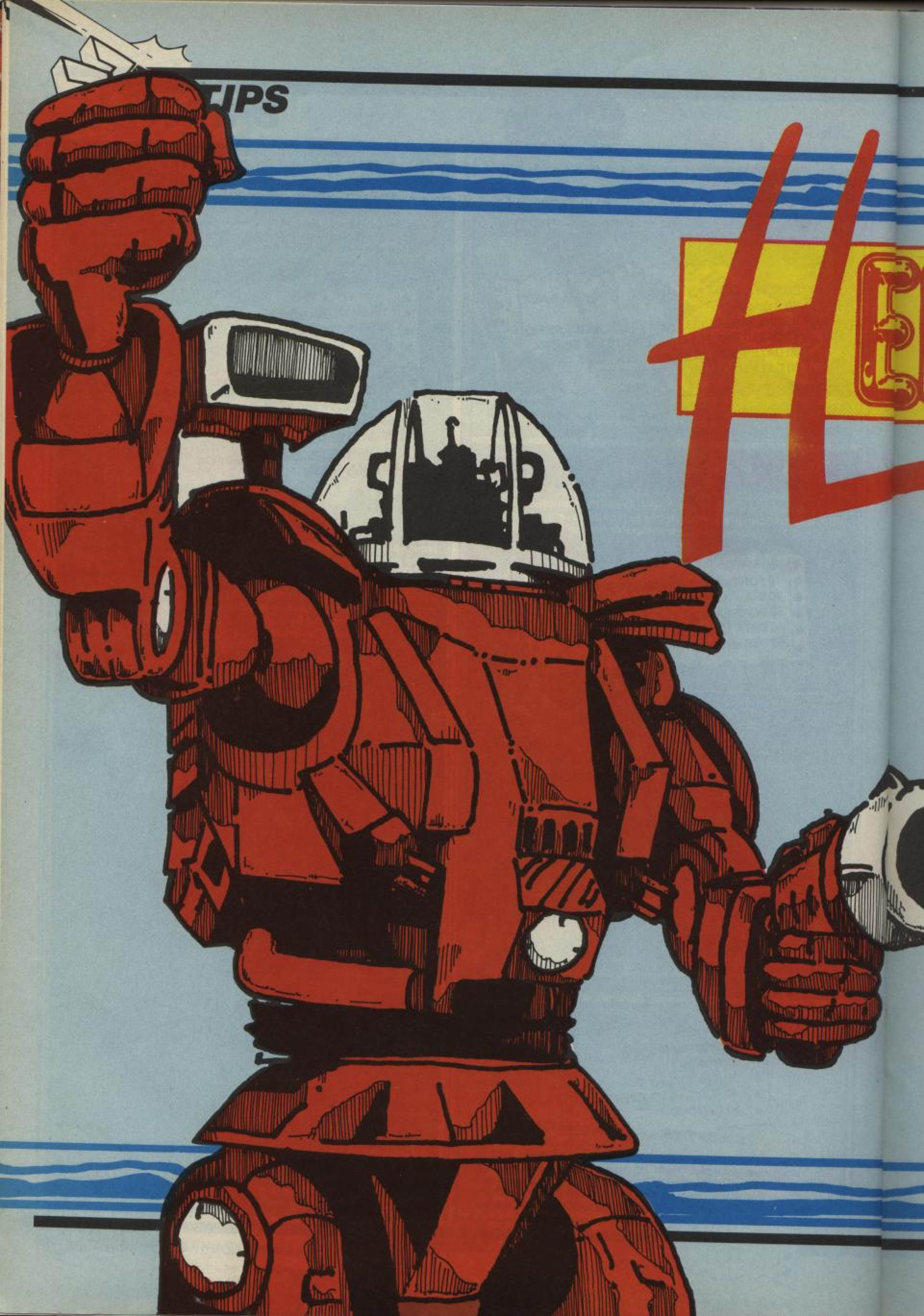
I couldn't believe my eyes when I saw this program – twelve lines of BASIC which play the music from 32 different games! It comes from the Firefly **of** Xenon International **(which happens to be based in Brighton) and should be typed in as follows:**

```
1 REM MUZIK ROUTINE BY FIREFLY OF XENON
INTERNATIONAL
10 FOR A=4608 TO 4642
20 READ B:POKE A,B:NEXT
30 POKE 4631,X:POKE 4632,Y
40 END
50 DATA 120,169,15,141,24,212,169,18
60 DATA 141,20,3,169,18,141,21,3
70 DATA 88,96,169,53,133,1,32,135
80 DATA 25,169,55,133,1,169,59,76
90 DATA 49,234,0
```

Now save this to tape or disk for future use, and LOAD **up one of the games from the list below. As ever, reset the machine and** LOAD **in your saved** Muzik Routine. **Before you** RUN **it, check the list again, and replace X and Y in the listing with their respective values which accompany the game (which, for the technically-minded, are the high byte-low byte representation of the start address of each game's music routine). Now type** RUN (RETURN) **and listen to the band!**

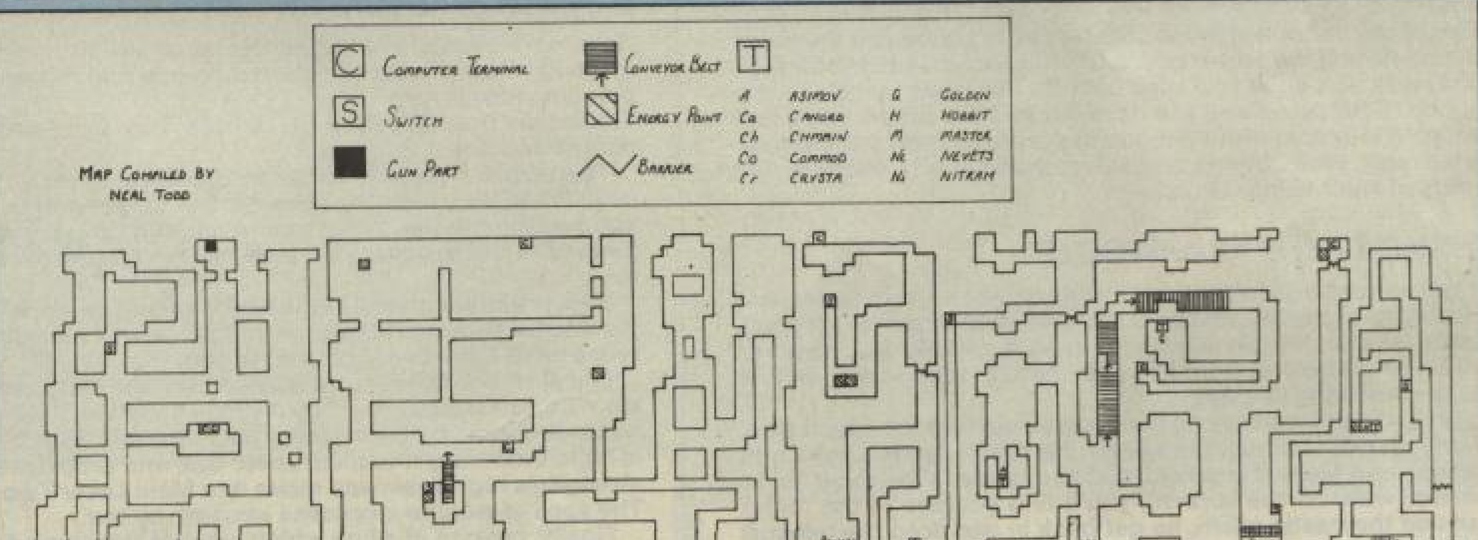
HUMAN RACE 9, 160
SANXION 9, 80
COMMANDO 21, 80
I, BALL 9, 224
ONE MAN AND HIS DROID 21, 176
ARCADE CLASSICS 20, 48
THUNDERCATS 18, 237
KENTILLA 22, 171
IK+ 15, 224
DRILLER 70,14
OUT OF THIS WORLD 36, 53
STREET SURFER 31, 193
KAGE 44, 128
TRAP 0, 192
DRAGON'S LAIR II 21, 192
KETTLE 1, 72
STORM 27, 145
WEST BANK 44, 128
JAIL BREAK 101, 17
THEY STOLE A MILLION 1, 20
MUTANTS 23, 224
LIGHTFORCE 191, 240
FUTURE KNIGHT 1, 224
KRAKOUT 1, 224
INTERNATIONAL KARATE 12, 174
TIGER MISSION 10, 25
DELTA 228, 189
SHOCKWAY RIDER 9, 237
TARZAN 12, 224
BREAKTHRU 44, 19

As John Noakes would say, 'And that's not all!' for the facility also exists to speed up or slow down the tunes. POKE 56501 **with a low value (below 75) to accelerate the music, or a value above 75 to slow things down.** POKE 56501,75 **returns you to normality.**



EROBOTIX




MAP COMPILED BY
NEAL TODD
C COMPUTER TERMINAL
S SWITCH
GUN PART
CONVEYOR BELT
ENERGY POINT
BARRIER
T
A ASIMOV
Ca CANGRO
Ch CHMAIN
Co COMMOD
Cr CRYSTA
G GOLDEN
H HOBBIT
M MASTER
Ne NEVETS
Ni NITRAM
START
TO DOCKING BAY

TIPS

STORMBRINGER (MAD)

I have to admit that this instalment in the Magic Knight series had me pretty much stumped. If you were similarly confounded, you might like to look through these tips sent in by Robert Holt of Rochdale and Warren Pilkington from Manchester which should get you well into the game.

GETTING INTO THE CASTLE

This is where most of the real action takes place, so it's crucial to get in here as soon as possible, and to do so you will need a chicken and a disguise (who said computer games stunted the imagination?). From the start of the game, walk right till you come across Robin's Little Hut, where you will find the chicken. Pick it up and hang around for a while (dodging the cloud and wearing the Walkman), until the chicken lays a golden egg. Now find Robin of Shylock who should be standing in a nearby screen and take the newspaper from him in return for which he will take the egg. Read the newspaper and you will be told of a job vacancy at the castle. Wear the relevant disguise and hold onto the newspaper and you can now keep walking right and enter the castle. Hoorah!

DOIN' THE LIMBO

Two pretty important items are stashed in Limbo and these are the shield and the power boots. But how do you get into Limbo? Aha, well that's the real trick isn't it? But seein' as you're me public I'll tell you. Once you have got into the castle, you'll find yourself in a room with a teleport key and a teleport pad beneath a stairway. Pick both up and select the teleport option, to find yourself spirited into Limbo.

GRUNTER THE BEARWOOLF

If you've ventured left from the start location, you'll have seen this bloated greenie, and if you've ever been close to him you'll know he doesn't tolerate the presence of knights, magic or otherwise! There is a way to pass him, though – and, well, it goes something like this . . .

Check your inventory, to make sure you have the advert (yes, it does have its uses), then enter the castle, go to Limbo and collect and wear the shield and the boots. When you leave Limbo (walk off the screen), you'll find yourself in the forest outside the castle again, so get back in and drop the teleport pad as soon as you get into the first room. Now walk to the far right of the ground floor, where the first jump chute is and jump into it to go up one floor. Keep going up till you reach the top floor, then walk left. After negotiating the one-way corridors you should be standing next to Grunter. Waagh!

Don't worry, though, it's only a harmless statue so walk past it and stand under the arrow. Drop the advert now and jump onto it, and you'll be able to pick up the silver arrow. Jump down, pick up the arrow and teleport back to the first room in the castle, where you should climb the stairs and drop through the hole in the elevated platform so that you're standing next to a plant. Go to the CAST SPELL option on the menu and select PASS PLANT, and after some perfunctory pyrotechnics, you should be in a room called THE POWER PLANT where there is an elf-horn. Grab this and cast PASS PLANT again and you will materialise outside the castle where you should find Robin and give him the arrow.

Then get the chicken and wait for it to lay another golden egg which you should also give to Robin. Now find Aramis Le Peux and take the wand of command then walk left to the screen with the real Grunter in it and blow the elf-horn to summon Robin. Now, if you command him to help, Robin will shoot Grunter and you can pass this behemoth without fear of having your arms wrenched out of their sockets.

SOME GENERAL TIPS

Help can be found by reading the scroll and the crystal ball, or by giving Barker's list of clues to Aramis and repeatedly commanding him to help.

The horse feather found in Terrible Twins is used to tickle people and cheer them up.

The magic missile is found in Grunter's cave, so once you have killed him, take the advert a few screens to the left until you see the missile. When you're under it drop the advert and jump onto it then collect the missile. Don't forget to retrieve the advert!

Barker has two useful items which should be worn. These are the magic talisman (restores magic power quickly) and the brass ankh (boosts flagging strength).

The glow shield has to be carried from the first jump chute to Main Lever Two, but don't try it in one go or you'll wind up dead because the shield draws away your strength. Wait till strength is high, then carry it to Main Lever One and drop it, and wait till strength is high again and move it to Main Lever Two.

The spell of wonder increases strength by ten.

Finally, beware of a bug which crashes the game if you try to read the writing on the sword using the crystal ball.

GAUNTLET II (US Gold)

Gavin Giles of Sunderland has sent in a listing which provides each Gauntleteer with nothing less than an infinite supply of energy. As usual, all you have to do is type in the listing, RUN it and follow the prompts after bunging the cassette in the deck. Notice that you appear to be losing health points – don't be fooled! It's just the program's pathetic revenge for being POKEd to bits.

```
10 SYS 65371:POKE 53280,0:POKE 53281,0:POKE
646,1
20 PRINT "BY GAVIN GILES"
30 FOR A=8448 TO 8512:POKE A,255:NEXT
40 POKE 53248,100:POKE 53249,100:POKE
53276,1
50 FOR A=528 TO 591:READ B:POKE A,B:NEXT
60 SYS 528
70 DATA 32, 44, 247, 32, 108, 245, 169, 27, 141
80 DATA 208, 8, 169, 58, 141, 209, 8, 76, 16, 8
90 DATA 169, 32, 141, 48, 43, 169, 53, 141, 49
100 DATA 43, 169, 2, 141, 50, 43, 76, 3, 42, 238
110 DATA 38, 208, 169, 155, 141, 17, 208, 169
120 DATA 1, 141, 21, 208, 169, 132, 141, 248, 7
130 DATA 238, 1, 208, 169, 96, 141, 231, 154, 96
```



RAMPARTS (Go!)

Another swift bit of jiggery-POKEry by Sean and Adrian Meads, this time for GO!'s weak Rampage clone. Both players can have infinite damage/energy and a selection of starting levels, just by LOADing the game, resetting and keying in . . . POKE 13931,96 (RETURN) **(infinite energy/damage for player 1);** POKE 14021,96 (RETURN) **(infinite energy/damage for player 2);** POKE 3498,(0 to 42) (RETURN) **(to select start level from 0 to 42).** SYS 3077 (RETURN) **starts again.**

BARD'S TALE II – THE DESTINY KNIGHT (Electronic Arts)

Chris Wardle **of Manchester and** William Turner **of Shanklin, Isle of Wight, both sent in extensive tips for this large RPG. Unfortunately, I couldn't test them, (a) because I just didn't have time and (b) we don't have a copy, so I'll just hand you over to them both, William first.**

'The first thing to do in the beginner's dungeon is make sure you have a party of only five men. You'll need one space for the winged creature and one for the princess. There isn't anything interesting on level one so head straight for the stairs and go down to the second level. Once there, head for room number six as this houses the winged creature you need in order to cross the chasm on level four. Level two is very useful for knocking up experience points and as soon as you enter go through the corridor of doors to the west and zap everything you see using the cold horn, STFL, WAST and MIBL, then go to the Guild and watch your attributes rise! Don't go beyond level 12, though, as the experience points promised by the King's magician are substantially reduced. Return to level two and enter to the portal down to level three, using a levitation spell to avoid damage from the fall.

'When you drop through the portal, you will meet your first magic door. Basically, it looks as though they're not there then as you move around you find you can't go back the way you came. The best way through is to spin around on the spinner till you can see a door ahead of you to the right, then go forward one square, through the door, through another door and then turn left and through another door. There is an anti-magic square ahead which dispels all your magic but there is no way of avoiding it as phase door doesn't work on this level, nor can you teleport to level three or below.

'When you've done this, head for room five and feed in the answer to reveal the magic door to the fourth level. Go through the door to room six, feed in the password and progress to level four. This one is up to you, but use the Bard's seventh song to get past the double doors and you'll find the princess behind the door on the right. Oh, and be prepared for a little welcoming committee.

'When you've recovered from your hostile reception, proceed through the door and feast your eyes upon the beauty of the King's daughter. Now get the hell out of the dungeon, because if you carry on you are going to get eaten by a lot of nasty monsters. A good teleportation spell comes in handy here (use an SCSI spell first to get your bearings). If you aren't a seventh level conjurer, then you're going to have to walk, so get moving . . . By the way, don't worry if the princess dies – it appears that she is so ugly that nobody is going to look at her, let alone realise she is dead.

'Not all the traps are marked on the maps, so it's advised that you cast a Second Sight or Sorceror Sight spell so as to prevent nasty accidents. Spell points are limited so it is best to cast all the relevant spells for safe exploration within a dungeon outside the local energy emporium, recharging the old copper tops, then legging it to the nearest entry point.

'I have found that the best party combination is to have four mean mothers at the front followed by two spellcasters and a Bard. My fighters consist of a Paladin, two dwarf warriors and a monk (the warriors are duplicates, as the initial character was rather efficient with four attacks and an average of 40 damage points per round!). I decided to work on the spellcasters in conjunction with each other, building up one as a conjurer and one as a magician, then sorceror and wizard, as I could see little point in having two high level conjurers, duplicating their use. However, when you progress you will need extra space for a wall and anything that may want to join you or something you conjure up, so somebody is going to have to go (one of the four at the front – you'll need the magic users and the Bard more than anything.)

'One thing I found useful was the healing of characters (even dead or turned to stone) in temples. Ignore the section about switching off and re-booting in the quick reference guide, all it needs is a little gold . . .

'Now the bit you've all been waiting for . . . the Dreamspell. The code for this spell is ZZGO and it has the wonderful effect of transporting you to wherever you want to go – well, almost. Below is a list of the locations and their relevant entrances and exits:

DREAM NUMBER	LOCATION	ENTRANCE/EXIT
1	The Tombs	Temple of Darkness, Ephesus
2	The Castle	Entry to Fanskar's fortress, 26N:16E
3	The Tower	Dargoth's Tower, Philippi
4	Maze of Dread	Thessalonica, password: DREAD
5	Oscon's Fort	Corinth, opposite the Iron Gate.
6	Grey Crypt	32N:8E, password: GREY CRYPT
7	Destiny Stone	Colosse

And here are the locations of teleportation between cities.

TELEPORT CODE	CITY NAME
1	Tangramayne
2	Ephesus
3	Philippi
4	Colosse
5	Corinth
6	Thessalonica

Now over to Chris Wardle **whose tips were rather unchivalrous for a destiny knight, but they sound useful nonetheless . . .**

'Trying to create an archmage isn't an easy job, depending as it does on having abundant wealth and high experience, but with this tip you will soon be casting Fanskar's Night Lance and Mangar's Mallet.

Walk around the Wilderness or a city until you come across some sorcerers – the more the better. Don't kill them, just let them create lots of ninjas, and if your party disbelieves in them, they disappear. Let each sorceror create ten ninjas, then kill them all off and watch you experience points build.

Now for the money, and if you don't want to acquire it by the usual, slow methods, you might like to try this step-by-step cheat.

1) Get two blank disks (A and B) and copy the character disk to disk A using the 'M' option.

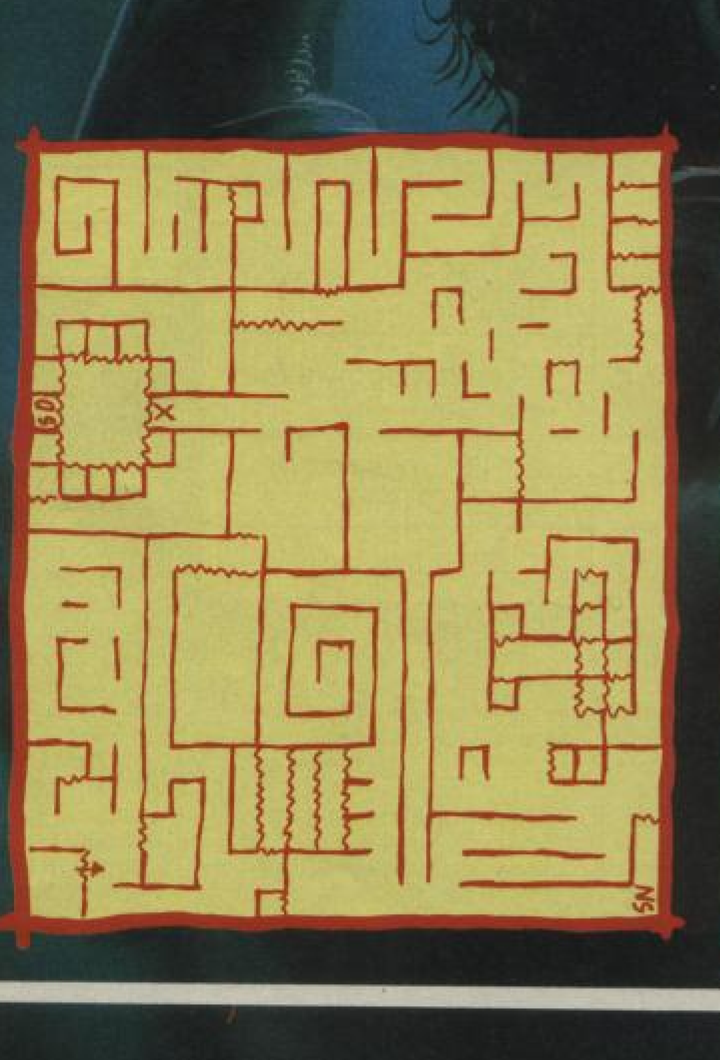
2) When the copy is complete, reload the game and play it as usual, then when you have enough money go to the bank and open an account (save it onto disk A). Now switch the computer off

3) Load the game and when asked to choose an option, go for 'M' to make a copy of the disk. When the computer requests the source disk, insert disk A, and when it wants the destination disk, insert disk B. Now follow the instructions on the screen, and if an error occurs, don't worry, just turn the computer off and go to stage four. If an error doesn't occur, go to stage four anyway.

4) Reload the game and go to the bank. Insert disk B and withdraw your account, then insert disk A and withdraw your account. Your money should have miraculously doubled, so open an account again and save it onto disk A, and now you can gain heaps of cash by simply repeating the process from stage two onwards.

THE BARD'S TALE II

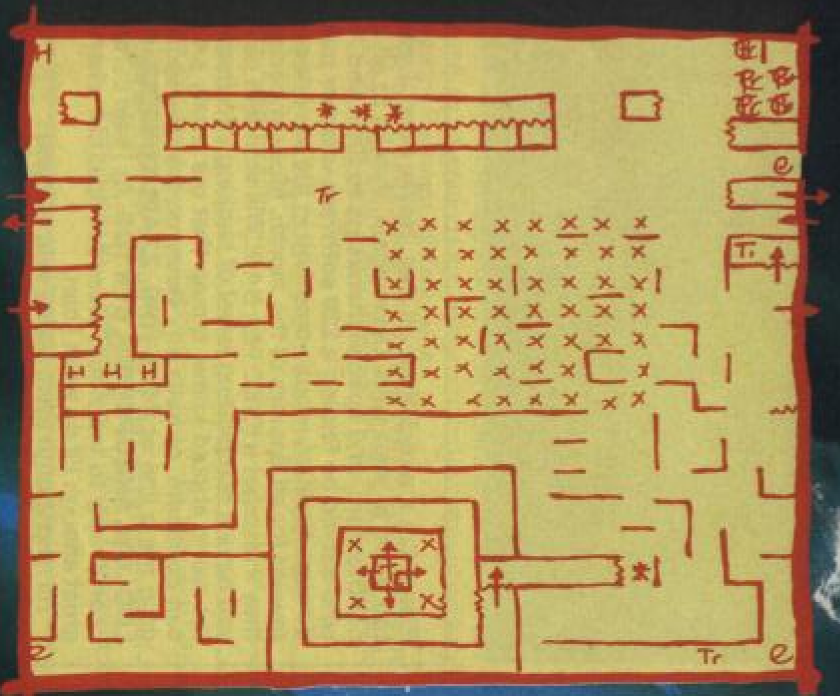












KEY
SD STAIRS DOWN
SU STAIRS UP
X ANTI-LIGHT
ONE WAY DOOR-IN DIRECTION OF ARROW
DOOR
I WALL
TRAPS ARE NOT MARKED (IF ANY
PD PORTAL DOWN (USE LEVI OF MALE)
M MODUSA (ONE MOTHER)
* ANTI MAGIC (EXCEPT LIGHT)
? QUIET
Tr TRAP
e SPINNER (CONFUSES MAGIC COMPASS)
H DRAINS HIT POINTS WITH EVERY MOVE ON THIS SQUARE (INC. TURNING)
! OT:D
ONE WAY WALL (IN DIRECTION OF ARROW)
SECRET DOOR
T1 + T2 TELEPORTS FROM T1 TO T2 (ONE WAY ONLY.

HOLLYWOOD POKER (Diamond Games)

This month's token rude hack is more of Sean and Adrian Meads' handiwork, and it shows all the 'naughty' pictures from this otherwise uninteresting game. Simply type in the listing below and follow the prompts.

```
10 REM THE HOLLYWOOD POKER POKES
15 FOR I=16384 TO 16424:READ A:POKE I,A:NEXT I
20 PRINT CHR$(147):POKE 53344,0:POKE 53345,0
25 PRINT "PLEASE ENTER PICTURE NO. TO BE
SHOWN (1-5)"
30 PRINT " 1 – ALL CLOTHES"
35 PRINT " 5 – NO CLOTHES"
40 INPUT C:POKE 16412,C+1
45 IF C>5 OR C<1 THEN 20
50 PRINT CHR$(147)
55 PRINT "PICTURE=";C:PRINT "THIS HACK WAS
PERFORMED BY":PRINT
60 PRINT "SEAN AND ADRIAN MEADS – 88"
65 SYS 16384:SYS 16416
70 DATA
32,44,247,32,108,245,162,0,189,27,64,157,120,8,2
32,224, 14,208
75 DATA
245,169,206,141,230,10,76,32,8,169,3,141,83
80 DATA 69,141,88,69,76,0,32,83,38,65
```

And if you wish to change the picture being shown after you've loaded the game, then reset and enter
POKE 17747,(2-6):POKE 17752,(2-6) **to select the picture**
SYS 12292 **to start the game again.**

THRUST II (Silverbird)

I don't think this is as utterly brilliant as its predecessor, but it's not a bad little game, and for those of you who like a bit of a thrust, here's Robert Troughton's **listing hack which will make life immeasurably easier in the vastness of space. Just type it in and** RUN **it then play the tape.**

```
10 REM THRUST II CHEAT
20 REM ROBERT TROUGHTON
30 DATA 32,44,247,56,169,21,141,177
40 DATA 3,169,55,141,178,3,169,106
50 DATA 141,179,3,32,108,245,169,67
60 DATA 141,39,224,169,2,141,44,224
70 DATA 32,191,3,96,72,169,191,141
80 DATA 178,3,169,3,141,179,3,169
90 DATA 0,141,5,34,173,18,208
100 DATA 141,33,208,76,227,225
110 FOR L=543 TO 603:READ A:POKE L,A
120 NEXT:PRINT "PRESS A KEY TO LOAD"
130 POKE 157,128:WAIT 198,1:SYS 543
```

Fans of Mr Troughton's hacks might like to investigate his fanzine which goes by the name of The Cheat Machine **– Robert promises that it's packed with cheats, reviews, letters, high scores, charts and the original arcade helpline. Get in touch with Robert at 42 Browfield Terrace, Silsden, Keighley, West Yorks, BD20 9PT.**

THE GREAT ESCAPE (Ocean)

If you have this game, LOAD **it up and dig out ZZAP! Issue 27 and look at page 60 where there is a map of the POW camp. Start the game and find key number one, then stand in front of the door it opens and push the joystick to the left while keeping the fire button held down. The result? Your morale shoots up to 100 and your score will likewise increase for as long as you can keep your hands in that position. This tip was brought to you by** Martin Kelsey **of Dore in Sheffield.**

RASTAN (Ocean)

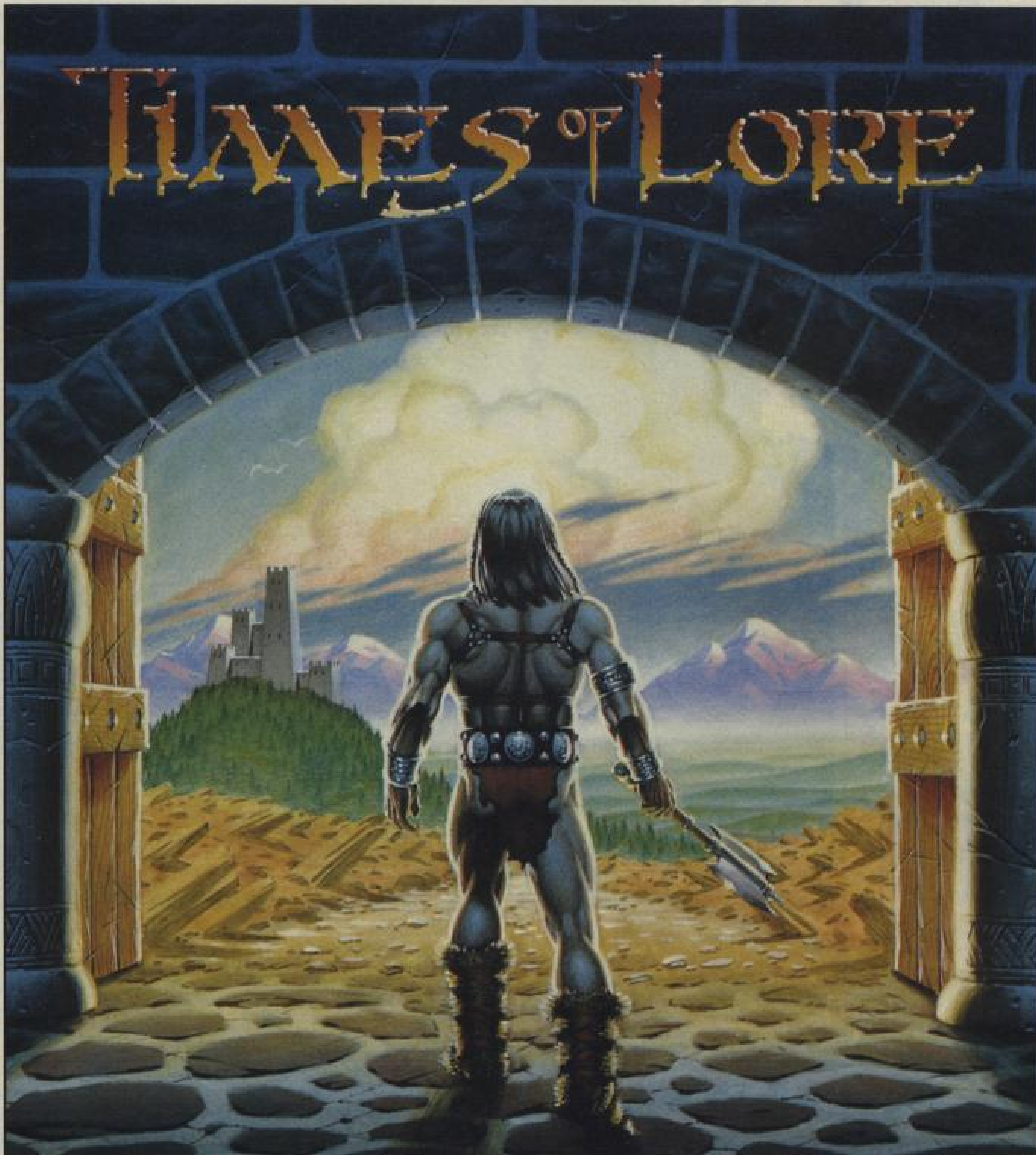
Still struggling with this frustrating conversion? Well, tough bananas, matey, because I'm not! OK, if you really want to know my secret, it's this listing from Gavin Giles **of Sunderland. Type it in, enter** RUN (RETURN) **and press play on tape to load up** Rastan **with infinite energy and infinite lives. Be careful not to make contact with lava or water, though (being hard obviously means you can never wash your feet). Oh, and using this listing also gets rid of the music – but that's no great loss, is it?**

```
0 REM RASTAN HACK BY GAVIN GILES
1 FOR X=400 TO 457
2 READ B:POKE X,B:C=C+B:NEXT
3 IF C=6543 THEN SYS400
4 PRINT "DATA ERROR":END
5 DATA 32, 44, 247, 32, 108, 245, 169, 163
6 DATA 141, 196, 2, 169, 1, 141, 201, 2
7 DATA 76, 167, 2, 169, 189, 141, 116, 1
8 DATA 169, 1, 141, 117, 1, 169, 88, 141
9 DATA 211, 2, 169, 96, 141, 244, 10, 141
10 DATA 125, 10, 76, 81, 3, 169, 96, 141
11 DATA 165, 160, 169, 173, 141, 7, 201, 76
12 DATA 26, 129
```



Phew! I'm a wreck after all that. Never mind, I wasn't looking too good to start with. Once again, thanks to all this month's contributors, and special thanks go to Sean and Adrian Meads **who should be finding a £30 software voucher poking its face through their letterbox sometime in the very near future – the reward for all tipsters of the month. More important than that, they'll also get a FREE TEA BAG! Will wonders never cease? If you have a scintillating jewel of hacking information you think the world should know, a map that our trusty art department can duplicate, or have any views on the tips section, you can drop me a line at PG'S TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. As I said before, I'm afraid I can't reply to individual pleas for tips, but where demand is great enough I'll do what I can.**

Till next month then, Make tea, not war.


TIMES OF LORE

ZZAP! BACK

Well, where do you begin? Once upon a time, not too long ago now, there were four games which, when reviewed in ZZAP! Issue 16, were awarded high accolades. Years passed (two to be precise) and along came a huge, gas- filled giant called Gordon and his faithful companion, the scrawny Glancey; looking at the greats of August, 1986 they spurted forth their views . . .

GAMES ZZAPBACKED

GREEN BERET
TAU CETI
MURDER ON THE MISSISSIPPI
INFILTRATOR



Presentation 98%
Humourous and informative instructions, superb in-game appearance and many neat touches.

Graphics 88%
Initially excellent, but unfortunately deteriorate in quality with each mission.

Sound 70%
No music, but good spot FX.

Hookability 94%
Instantly impressive and playable.

Lastability 93%
The three stages are tough, demanding and addictive.

Value For Money 88%
A little pricey, but a worthy package all the same.

Overall 92%
An unusual, but impressive approach to an arcade adventure.

TAU CETI

CRL

A strong SF atmosphere, great depth and fast 3D movement gave John Twiddy his first ZZAP! Sizzler, and the enthusiasm expressed by the team implied it was under-rated. 'One of the best games to be released on the 64' enthused Gazza Penn; 'the best game of its kind since *Mercenary*' ranted Pazza Sumner. Jazza's rating was more laconic but summed up the team's feelings: 'truly stunning . . . go out and get it'.

This is easily CRL's greatest release to date: the smooth graphics and profound gameplay are only let down by minimal sound. The screen display is superb, creating a believable alien atmosphere which is totally compelling – yet another classic now available on compilation . . .
GH

This was one game which had me hooked for weeks, months even, and I got pretty far into the action before progress was halted. The presentation of the outside world and the skimmer's systems is one of the most potently atmospheric pieces of programming I have ever seen.
PG

(Gordon) I'd bring all the marks down by 5% or so, except for overall, which is about right.

(Paul) I'd only knock sound down to about 50%. *Tau Ceti* is a superbly executed game and fully deserved its high marks.

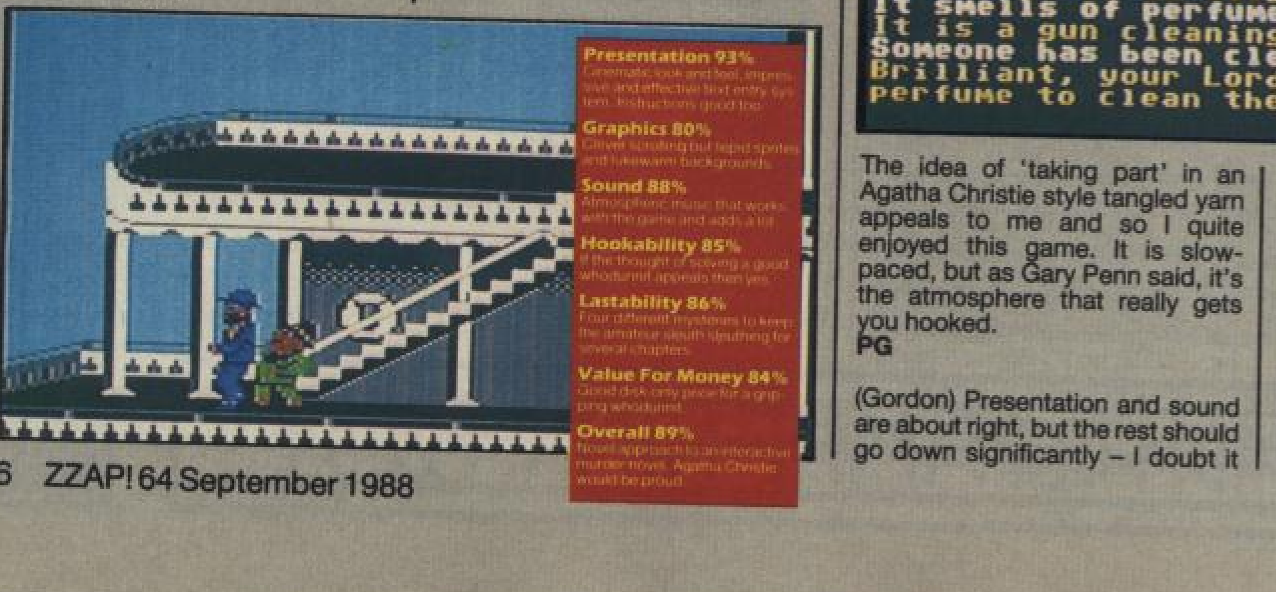
MURDER ON THE MISSISSIPPI

Activision

This unusual disk-based combination of text and arcade adventures just missed out on a high accolade because JR found the action a little slow. Whilst Paul Sumner thought it 'very good' and Gary Penn enthused over the 'wonderful atmosphere', Jazza remained undaunted: 'it's just a matter of taste', he explained. One man's meat . . .

This was quite an unusual idea, very reminiscent of Lucasfilm's *Maniac Mansion* in its combination of text and joystick control. If you're looking for this kind of strategy-based arcade adventure, then the latter has more depth and lastability than this ageing Activision product.
GH





Presentation 93%
Cinematic look and feel, impressive and effective text entry system. Instructions good too.

Graphics 80%
Clever scrolling but tepid sprites and lukewarm backgrounds.

Sound 88%
Atmospheric music that works with the game and adds a lot.

Hookability 85%
If the thought of solving a good whodunnit appeals then yes.

Lastability 86%
Four different mysteries to keep the amateur sleuth sleuthing for several chapters.

Value For Money 84%
Good disk only price for a gripping whodunnit.

Overall 89%
Novel approach to an interactive murder novel. Agatha Christie would be proud.

The idea of 'taking part' in an Agatha Christie style tangled yarn appeals to me and so I quite enjoyed this game. It is slow-paced, but as Gary Penn said, it's the atmosphere that really gets you hooked.
PG

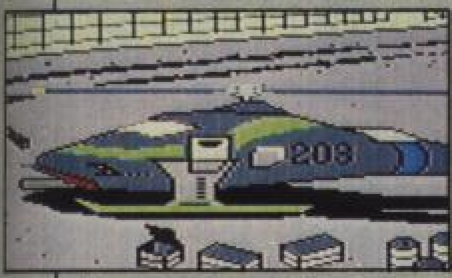
(Gordon) Presentation and sound are about right, but the rest should go down significantly – I doubt it would reach 80% now. It's quite good, but the slowness soon catches up on you.

(Paul) Unless you really enjoy this sort of game, I doubt whether you would be terribly impressed with it nowadays, so all the ratings should go down to around the mid 70s, apart from presentation and sound, which should only come down maybe one or two points.

INFILTRATOR
US Gold

'The game that rocked America' found the ZZAP! team in a generous mood: a unanimous thumbs up was awarded to this slightly tedious multiload. All had qualms about the cassette version, but only Gazza Penn 'felt somewhat disappointed with the game as a whole'. Jazza was more enthusiastic, remarking on the 'superb graphics', whilst Paul Sumner called it 'the best implementation of a 1541 dependent game I've seen'.

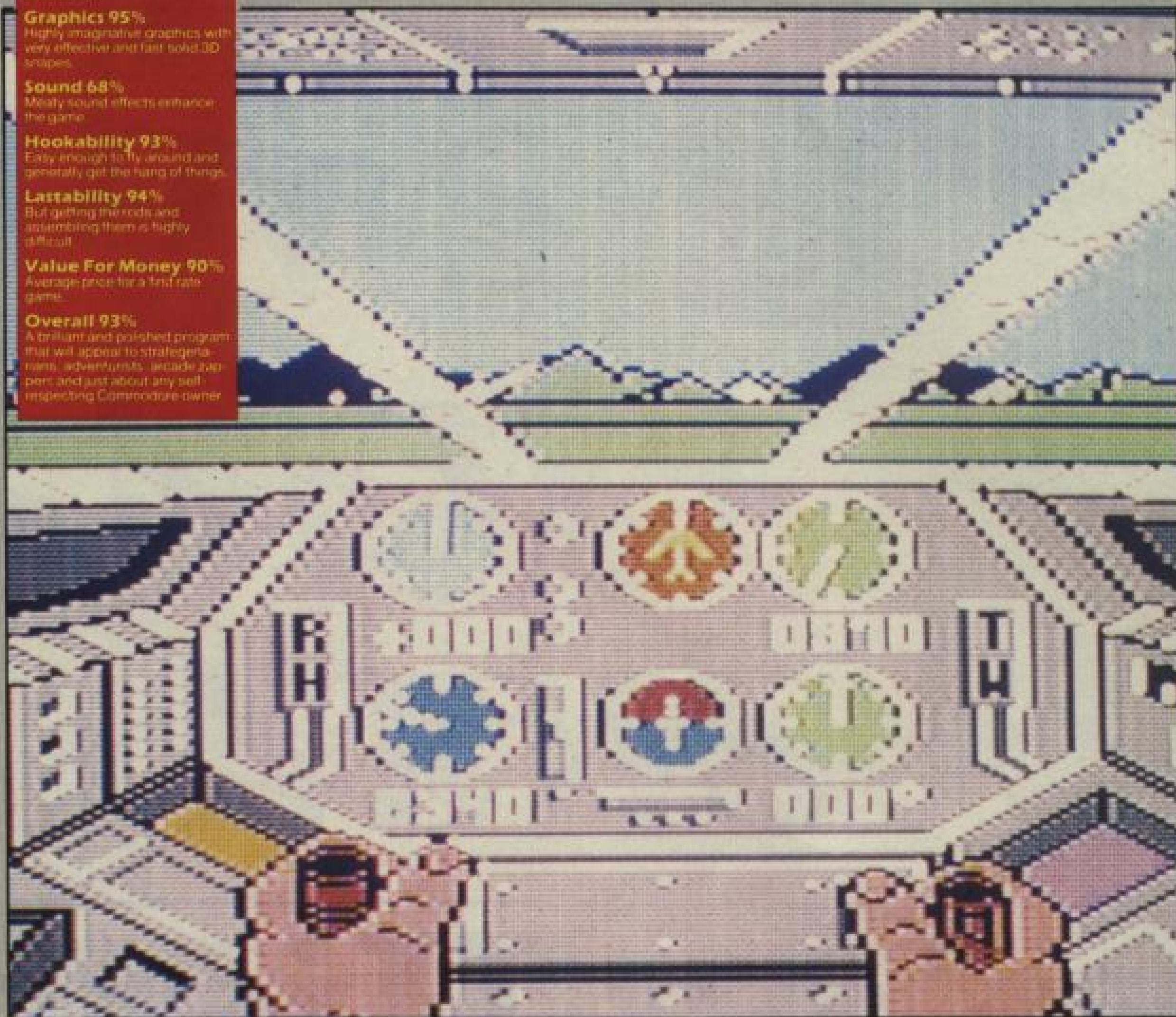
Probably because I bought the cassette version, I didn't think too much of this at the time. Some of the graphics were pretty dire and the gameplay was little more than a second-rate flight sim coupled with some tricky puzzles. Oh well, you can't please everybody . . .
GH



Although I bought the cassette version too, I endured much frustration and found myself stuck to the game until I got to the second mission. After this though, repeatedly going through all the preliminary sections to get back to my last position wasn't much fun. *Infiltrator* was an interesting blend of genres which unfortunately didn't quite come off.
PG

(Gordon) Presentation down to high 80s, but the rest I'd take down by 30% each. *Infiltrator II* isn't much better . . .

(Paul) Graphics down by about 10% and presentation to 82%, but the rest would, I agree, have to go down to about the 60-odd mark.



Presentation 99%
Immaculate, slick and impressive in every way: story in the border, beautiful in-game info and a demo.

Graphics 95%
Highly imaginative graphics with very effective and fast solid 3D shapes.

Sound 68%
Meaty sound effects enhance the game.

Hookability 93%
Easy enough to fly around and generally get the hang of things.

Lastability 94%
But getting the rods and assembling them is highly difficult.

Value For Money 90%
Average price for a first rate game.

Overall 93%
A brilliant and polished program that will appeal to strategenarians, adventurists, arcade zappers and just about any self-respecting Commodore owner.

GREEN BERET
Imagine

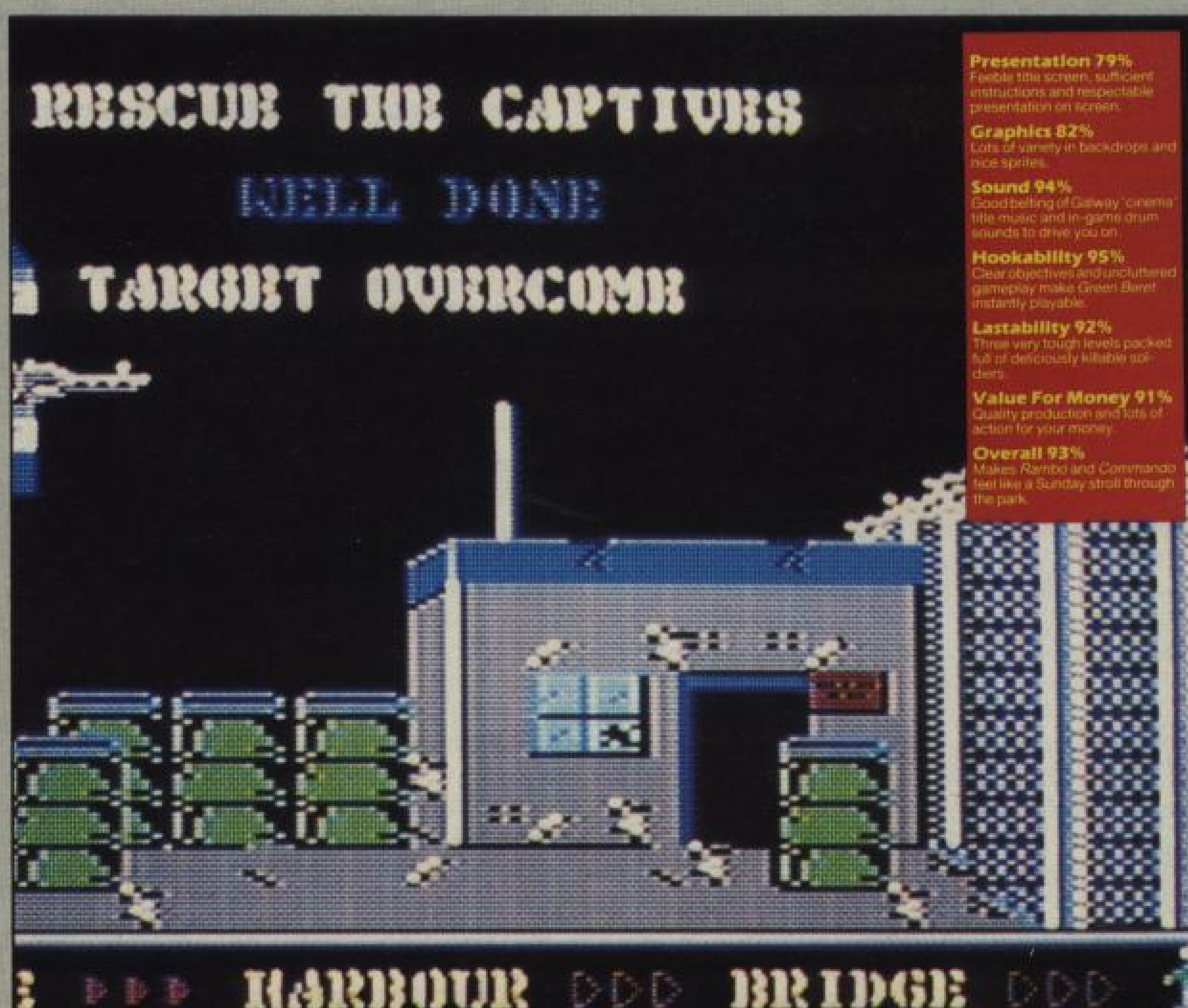
Re-named 'Green Hat' by the ZZAP! team, the really hard roast 'n' stabbing hero earned 93% for his programmers at Imagine. All the team agreed that this game captured an addictiveness which its arcade counterpart lacked: 'much more fun to play' opined PS; 'the more violent a game is, the more fun it is to play' raved JR (he's now in prison); 'good solid fun' thought GP, a tad reticent. Or even a reticent tadpole. Ho ho. (That's enough – Ed.)

This is still great fun. The only qualm I had was with the level of toughness – but then there are very few levels, and even so I kept coming back for more. It's got everything you'd want: ace music, frenetic action and some brilliant roasting to be had – I'd rate it highly even now.
GH

The high level of difficulty was made higher by the fact that the extra weapons were activated using the space bar, something which did lead to some frustrating deaths. The game is superb gory fun, but I only got maximum enjoyment when I played with infinite lives.
PG

(Gordon) Presentation and sound down by 5% each; the other ratings are pretty much spot on, though I think it might just miss a Sizzler nowadays. On *Konami's Arcade Hits* it's brilliant value.

(Paul) I would put presentation, lastability and overall down by 10%, 15% and 10% respectively. It's still a good game, but the excessive toughness is quite off-putting.



Presentation 79%
Feeble title screen, sufficient instructions and respectable presentation on screen.

Graphics 82%
Lots of variety in backdrops and nice sprites.

Sound 94%
Good belting of Galway 'cinema' title music and in-game drum sounds to drive you on.

Hookability 95%
Clear objectives and uncluttered gameplay make *Green Beret* instantly playable.

Lastability 92%
Three very tough levels packed full of deliciously killable soldiers.

Value For Money 91%
Quality production and lots of action for your money.

Overall 93%
Makes *Rambo* and *Commando* feel like a Sunday stroll through the park.





MONDAY, 19TH SEPTEMBER, 1988

n the Making

No one has achieved so much and no one is able to command such outstanding software. Now a mature market is in residence, we decided that the time was right to make a bold statement about how significant and impressive computer software is, we therefore collected together these classics – collected from only our first three years – and are to publish them in one historic pack. Many of today's enthusiasts may have been too young to have played the originals – it's obviously a real treat for them and many of the older players will treasure the value that such a collection offers. In short, the collection will appeal to everyone – it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

BEACH HEAD... the leader of the pack, US Gold's 1st quarter of a million seller. **BRUCE LEE...** the first famous face to join US Gold. **SPYHUNTER...** Bally Midway's armoured car classic became a home computer cult. **RAID...** Impressive yet controversial, Raid hit the headlines in the national press. **GOONIES...** Spielberg film translated into the first simultaneous two player interactive arcade game. **SUPERCYCLE...** the Epyx spectactular on two wheels. Fast and furious – an all-time racing classic. **WORLD GAMES...** around the world with 8 incredible, and unusual events by Epyx. **EXPRESS RAIDER...** a rootin', tootin', arcade action – the Easter hit of that year. **INFILTRATOR...** arcade, strategy simulation – all ingredients that culminated into a European No. 1. **BEACH HEAD II...** tough action sequel, another monster chartbuster by Access. **GAUNTLET...** the biggest selling computer game 1986/87, over 300,000 sold – the 1st great arcade conversion. **ROAD RUNNER...** the summer No. 1 of that year – cartoon, coin-op capers from Atari Games. **IMPOSSIBLE MISSION...** the benchmark test for all subsequent platform games, still regarded by many as one of the greatest computer games of all time. **KUNG FU MASTER...** a Gallup No. 1 – Data East – often imitated, never emulated. **LEADERBOARD...** *"This is the sports simulation of the year – if not the decade"*, Zzap 64.



The games selected to honour this special collection are each of outstanding merit in their own right ...

Besides its possession as a collection piece the package is considered by many to offer unheard of value for money and an opportunity not to be missed. Many computer enthusiasts await eagerly the mid-September release and comments such as "I've started saving now...", "I wasn't into computers when the early releases came out, I'm looking forward to playing them now...", "I've only heard of such games as Beach Head, now's my chance to see what I've missed..." are common amongst the players that we've talked to.

"But the real winners are the buying public – it's fantastic value."

Perhaps one of the most informative comments was made by an industry insider: "US Gold seem to have done it again. Whilst we're all happily constructing compilations from any product we can find and offering them to the public as value-for-money packs, US Gold have put together the finest collection of classic games ever assembled and the support material and give-aways will be just as good and up to their usual amazing standard. Quite simply, I think we're all stunned once again, but the real winners are the buying public – it's fantastic value."

Where will US Gold go from here – well no one knows, all we can really say is that if they keep going on making history like this then they can only keep going on from success to success and all computer owners will be pleased for that to continue.



WALKER'S WAY

By Martin Walker

Martin opened his eyes. As he focused on the ceiling, he noticed the grey haze that filled the room. Damn, he thought. Another shakedown for the opposition. The smell of smoke awoke in him a feeling of hunger. He had not eaten since Thursday and now it was . . . hell! What day was it? He tried to work out how long he had been in the room but drew only a flicker of recognition from his normally alert mind. His senses, out of force of habit, quickly rallied in an attempt to make something out of this predicament. He got up and walked to the door which had been locked from the other side. Someone didn't want him to leave. Picking the lock with a paperclip, he opened the door a crack and glanced outside. 'GET BACK IN THERE UNTIL YOU'VE FINISHED THIS MONTH'S DIARY!'

Sunday 12th June

Another novel day. My joystick has needed some attention for some time now, and this afternoon saw the soldering iron out once again. Some years ago, when I worked in electronics, I was lucky enough to have the facilities of a machine shop to make a joystick to my own design. It uses microswitches for reliability, but is unusual in that it is small enough to fit neatly into the palm of one hand and allow single-handed thumb operation of the stick itself if I need to access the keyboard with the other hand (it was originally designed for playing *Star Raiders* on the old Atari 400!). It still functions perfectly, but the lead needed replacing after being pushed and pulled for over 5 years, especially after coping with the ridiculous positioning of the joystick ports on the Atari 1040ST – plugging in the joystick involves tipping the machine upside down!

Tuesday 14th June

Some time has now been spent on rewriting the main scroll routine. Since this single routine is more often than not the longest and most 'processor consuming' of any in a game, ways of reducing the time taken are well worth looking for. Most eight-way scrolling games use a smaller part of the screen as the playing window to reduce this problem. The most used method of scrolling is to shift the entire playing window in the direction of the scroll byte by byte, and then plot a strip in the gap remaining after the rest of the screen has been moved along.

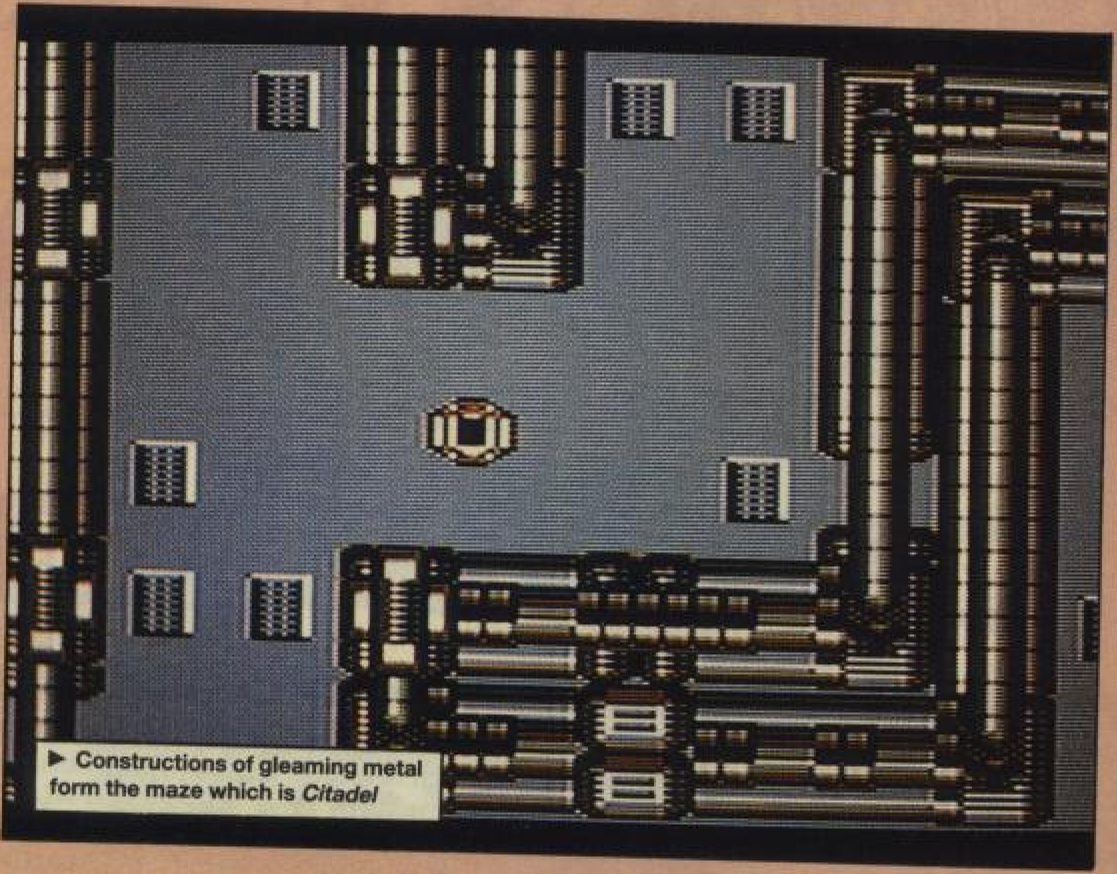
Hunter's scrolled the entire screen area in eight directions and this entailed devising some tricky routines which again used the *Blue Peter* method of preparing a second screen while the first was being displayed. The only minor drawback in practice was the slight (4 frame) delay before moving off from rest (a twelfth of a second might not sound like very much, but you do notice it). I have devised a new method for *Citadel* that will allow proper control with no delays. Watch this space!

Wednesday 15th June

Sometimes modifying old routines can take longer than scrapping them and starting from scratch. The old scroll needs much hacking about before my new ideas can be implemented but I've started so I'll finish (pauses to mop brow). Incidentally, the single routine that took most time to write in *Hunter's* was the parallax star scroll – anyone who got *Quedex* on disk will have the early demo which had three layers of stars. In the end, by popular demand and for the greatest effect this was reduced to one layer scrolling at half speed and numerous additional 'twinkle' stars (and yes I know that stars wouldn't twinkle in space – there's artistic licence!).

Thursday 16th June

On with the scroll. This was a multi-tasking day, spent partly with the graphics editor (tweak tweak), partly in the realm of sprites (nothing startling) and back into coding territory. No earth-shattering achievements and no disasters. Just an ordinary day in an ordinary week. Yawn.



► Constructions of gleaming metal form the maze which is *Citadel*

Monday 20th June

Well, the first stage of the new scrolling routines is complete. There is now a static zone in the centre of the playing window, where the player sprite itself moves, rather than the screen. When the edges of its zone are reached, the screen background starts to scroll. Unlike *Alien Syndrome* however, the static area is only small, and you still get plenty of advance notice when aliens arrive on the edges of the screen! The big advantage of this seemingly small cosmetic change is that underneath there is plenty of intelligent preparation going on, which allows me to retain a scrolling screen window as big as I need, rather than use a small cut down version like Gauntlet.

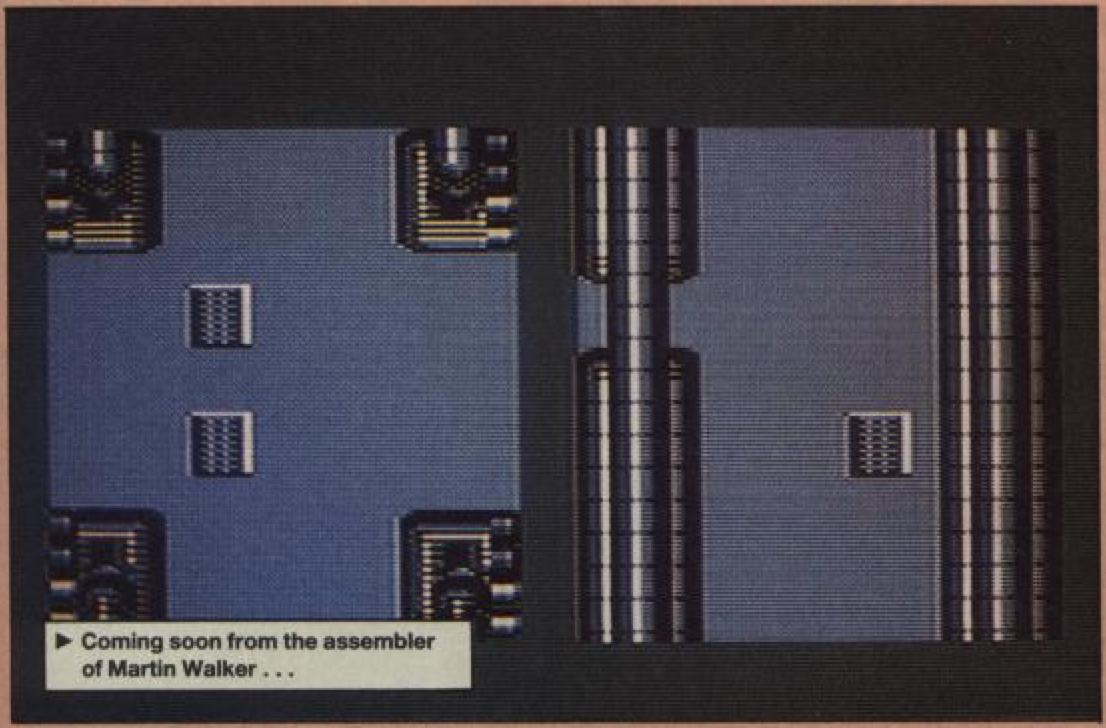
Tuesday 21st June

Because of the way the new routines are structured, it should be a comparatively simple procedure today to add extra code that allows the player to get right into the 'corners' of the city. I chose this in *Citadel* as it gives you more feeling of coming to a boundary wall, rather than the alternative which keeps the player in the centre of the screen but shows blank space beyond the boundaries (as used in Paradroid).

Wednesday 22nd June

I spoke too soon! It took all of today to track down and iron out the small multi-legged beasties (bugs to you) that inhabited the new 'corners' routines. It would certainly make things easier to have a square screen like *Quedex* which avoids any game sprites going beyond the dreaded 'seam' where the horizontal sprite positions cross from 255 to 256. However, to do this means only using sprites in the right hand information strip, as although you don't see it, the screen is still scrolling about under cover of blackness! As Citadel needs plenty of moving sprites in the cities, this method just isn't suitable.

The new 16 bit machines have a different problem with scrolling. As the high resolution multi-colour screens use so much more memory, moving it about takes up a lot of processor time, and since on the ST there is no fine scrolling every pixel of movement is separate and time consuming. This does allow any part of the screen to be fine scrolled in isolation, and the smaller the 'window' the less time it takes.



► Coming soon from the assembler of Martin Walker . . .

Result – lots of square windows! These really are ideal for eight-way scrolling games, as you get equal advance warning of aliens on the edge of the screen in any direction. Frustration soon sets in playing any game if you keep losing lives simply because you don't have time to react to something which hurtles into the screen window and sends you to your doom.

Thursday 23rd June

Another venture into graphics territory. The screen shots included in the July issue were actually from a disk left at ZZAP! Towers at the beginning of April, so you should notice a few changes and improvements by now! The traps still need designing, and since there will be quite a few dotted around they will need to be fairly simple in design to avoid the overall effect looking cluttered. The floor designs from the previous screen shots were soon rationalised to provide greater contrast. Now, the cluttered floors are replaced by the cleaner lines of simple pastels for pipe-laden cities, but don't fret all those who like the original sculptured floors – they will still appear in cities which have simpler lines in wall design. All this helps widen the design gap between walls and floors, and thus provide a stronger visual impact.

Monday 27th June

My main sprite, *Monitor*, has just emerged from the sprite editor looking rather more aggressive, and now sports newly designed flotation engines which lift him slightly off the floor level rather like a hovercraft when he moves. Since his own miniature 'screen' will be displaying 'charge remaining', as well as other more esoteric functions, it has been decided (by my imaginary committee) to leave directional animation out. This would confuse the 'screen' display when it rotated around corners!

Tuesday 28th June

I'm off to a meeting on Thursday; hopefully some music and sound effects work will emerge from it! To present the sound effects more easily a short demo was needed which allows a batch of effects to be named on screen and triggered from the keyboard selectively. This only took a couple of hours but the end result is far easier to demonstrate. After my meeting I'll know whether the company concerned wish to place an (X) in the no publicity box. If not, then watch out for a further entry in this instalment of the diary.

Wednesday 29th June

One thing to emerge from producing a storyboard is that once you have 'lived' with it for a bit it starts to take on a life of its own, and rather like boiling jam (?) all the choicest fruit bubbles rise to the surface. Many ideas have emerged that have since been refined or even discarded, and now a slimmed down version contains the essence of the gameplay.

One important thing with any game is to keep the challenge even when you have played it over and over – I'm sure this is the reason why some games are discarded shortly after purchase. This all boils down (don't worry! It's not going to be another jam analogy!) to the learning curve. Some games seem incredibly hard at first, and then you discover one 'trick' in the gameplay that lets you get a lot further. Others let you get a fair way in during the first few days, but then present a big stumbling block that stops you getting any further. I find that Motherships in progressive shoot 'em ups are often like this. Time and time again you get to the same level only to lose all your remaining lives trying to defeat the same obstacle. Frustration!

Both these examples would have a learning curve (progress against time) with a big step in it. A classic example of this is *Space Invaders* – once you realise that by picking off all the aliens at the extreme left or right it slows their descent and you suddenly find it possible to get much further. The ideal learning curve is smooth, or at least with so many small steps that in practice it amounts to the same thing. This produces a game that lets you progress a little further every time you play it, and keeps you coming back for more. My favourite game some weeks back was *Xenon* on the ST – unfortunately, although superb to play for several weeks, I never got beyond Level Three. Even arriving there with every weapon on board and a full complement of ships there were so many gun turrets half way through that I always lost a ship, and with it of course all my hard-earned weapons. At that point the game was well nigh impossible to restart! Groan. I do know one person who can complete it but he is rather exceptional!

Friday 1st July

The first music commission is now underway! Yesterday's meeting went well – old friends and new, and a new sideline firmly established. In this turbulent industry relying on one thing only can be fatal! Suffice it to say that I am now working for the 'SS' on a strategic simulation (mysterious eh?).

There are some strange 'quirks' in the 64. Although not everyone likes to use them, it is possible to do some strange things which seem quite often to be discovered by accident. The 'infobars' used in *Hunter's* employed the much used sprites in the border trick and I was well pleased with the result. The overall screen display became a lot bigger than normal, and allowed more on-screen action. Some time was lost, though, to a 'feature' in the SID chip, discovered when working on sound effects. The envelope controlling the attack, decay, sustain level and release time seems not to like being re-triggered if the sustain level is still maximum. This showed itself when occasionally a sound effect would go completely silent when triggered twice in quick succession, and took some tracking down. The solution turned out to be simple in the end. If you never use the sustain level at maximum (15) but always set it to 14 or lower the problem doesn't arise, and I don't think anyone is likely to hear the difference. I lost hours tracking that one down!

Monday 4th July

I have spent five hours trying to trace another weird effect in the SID chip – and with little success! Even studying the waveform on an oscilloscope sheds no more light on a solution – only providing more evidence of the problem. The result of this quirk is that the basic sound of an instrument changes slightly when the envelope settings are altered. I've checked my code thoroughly, but am now convinced that it must be the SID chip (at least that's my story!), since the effects only happen when the envelope settings have particular values. It seems that having any decay or release time other than zero throws out other timings – although I can tweak instruments to sound 'right', in practice it shouldn't happen. Some days you work like crazy and have nothing to show for it at the end. Such is the life of the programmer (at least that's what I say when I'm feeling philosophical).

Tuesday 5th July

This morning saw me finishing off the investigation started on Monday into the dreaded SID chip bug. According to my 'scope', unless the release value of the envelope is zero the 'gate on' command (to start the envelope and hear the sound) is not accepted for 30-40 milliseconds, which means that part of the attack is lost completely! I've found no way round it, and unless you study the waveform I doubt that anyone would notice. Without a circuit diagram of the SID chip itself I can do no more, but now at least know all the ways to minimise it.

After this untimely delay the new music project was continued in earnest during the afternoon and evening. Both the cassette loading music and the title tune are well under way, and I'm well pleased with them – very atmospheric! In fact I got so carried away playing synthesiser solos over the title track that I completely forgot that it was the humble 64 providing the backing!

Wednesday 6th July

Today is the final entry in this month's diary, and also heralds the triumphant arrival of my copy of *Bionic Commando* on disk, after a wait of some weeks! The bionic arm is great, and I must admit to losing a lot of work time today using it. The difficulty level seems to be set about right at the moment, although there are some very frustrating aspects – losing a life because someone drops on your head unexpectedly while you are hanging and waiting under a walkway is annoying and I would like to be able to shoot those dratted birds a bit more easily!

P.S. Thursday morning – Just before I send the diary off to ZZAP! Towers can I amend yesterday's entry . . . ? *Bionic Commando* is extremely frustrating, although still compulsive! *(No! – Ed)*

TOTAL BACKUP POWER
Now ACTION REPLAY

NOW EVEN MORE POWERFUL, MORE FRIENDLY AND WILL B

ONLY £29·99 POST FREE

Action Replay works by taking a *'SNAPSHOT'* of the program in memory so it doesn't matter how the program was loaded – from tape or disk – at normal or turbo speed.

- **WARP 25. THE WORLD'S FASTEST SERIAL DISK TURBO – NOW EVEN FASTER! LOADS 200 BLOCKS IN 6 SECONDS! 240 BLOCKS IN 7 SECONDS!** – that's even faster than some parallel systems. Built into the cartridge – no extra hardware or software required. Includes supercast, warpsave, scratch, filecopy/convert. Integrated with normal disk turbo for supercompatibility – auto detects warp or normal format so no special load commands are required. Turbo and Warp 25 speed are entirely independent of the cartridge with SUPERBOOT.
- **SIMPLE TO USE:** Just press the button and make a complete backup – tape to disk, tape to tape, disc to tape, disk to disk. THE PROCESS IS AUTOMATIC – JUST GIVE THE BACKUP A NAME.
- **TURBO RELOAD.** All backups will reload at turbo speed, COMPLETELY INDEPENDENTLY OF THE CARTRIDGE.
- **SPRITE KILLER.** Make yourself invincible. Disable sprite collisions – works with many programs.
- **PRINTER DUMP.** Freeze any game and print out the screen. Eg. loading picture, high score screen etc. Works with most printers. MPS 801, 803, Star, Epson etc. Double size, 16 shades, reverse print option. Very versatile – no user knowledge required.
- **PICTURE SAVE.** Save any Hires multicolour screen to disk at the push of a button. Compatible with Blazing Paddles, Koala, Artist 64, Image System etc.
- **SPRITE MONITOR.** Unique Sprite monitors allows you to freeze the action and view all the sprites, watch the sprite animation, save or delete any sprite. Load sprites from one game into another to make customised programs.
- **POKES/CHEAT MODE.** Press the button and enter those pokes for extra lives etc., then restart the program or make a backup. Ideal for custom games.
- **MULTISTAGE TRANSFER.** Even transfers multistage programs from tape to disk. The extra parts fast load – a unique feature. Enhancement disk available for non standard multi-loaders (see below).
- **SUPER COMPACTOR.** Ultra efficient program compaction techniques. Each program saved as a single file. 3 programs per disk side – 6 programs per disk, if you use both sides.
- **TEXT MODIFY.** Change title screens, high score screens etc. Put your own name into a game then restart it or make a backup to tape or disk. Very simple to use.
- **MONITOR.** Full feature 'Floating' type MACHINE CODE MONITOR. All standard features plus many more:- assemble, disassemble, hex dump, interpret, transfer, compare, fill, hunt, number conversion, bank switching, relocate, load/save etc. Uses no memory. Full printer support.
- **DISK MONITOR.** A special monitor for use on the RAM inside your disk drive. All the usual commands – a useful hacking tool.
- **WHOLE DISK COPY.** Copy a full unprotected disk in under two minutes with only one drive.
- **FAST FILE COPY.** Works with standard and Warp 25 files of up to 249 blocks. Converts formats to and from Warp 25.
- **FAST FORMAT.** Under 20 seconds.
- **TOOLKIT COMMANDS.** A whole range of useful new commands including: AUTO LINE NUMBERING, DELETE, MERGE, APPEND, OLD, LINESAVE, etc., PRINTERLISTER – list any program (including directory) directly from disk to printer or screen without corrupting memory.
- **REDEFINED FUNCTION KEYS.** Single stroke commands for operation of many common commands including: LOAD, SAVE, DIR. Load from directory – no need to type in filename.
- **TAPE TURBO.** Designed to make turbo load/save for your own programs. No screen blanking during loading.



WHAT THE REVIEWERS SAID
"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The cartridge king!
Commodore Disk User

REMEMBER all features are built in and available at the touch of a key. All features work with both **TAPE** and **DISK.** (Except multipart transfer & disk file utility).

ACTION REPLAY ENHANCEMENT DISK

The biggest and best collection of special parameters and file copy programs for transferring non-standard multi-load tapes to disk – games like **LAST NINJA, CALIFORNIA GAMES, LEADERBOARD, DRAGON'S LAIR** – SEVENTY titles in all. Almost all major titles covered. Latest edition includes **COMBAT SCHOOL, PLATOON, PREDATOR, GAUNTLET II, TESTDRIVE, SKATE OR DIE, APOLLO 18, THE TRAIN** and many more. Cheats for infinite time, lives etc. The **GRAPHIC SLIDESHOW** – latest edition displays multicolour pictures or loading screens saved by Action Replay or any major Art Package – Blazing Paddles, Koala, Advanced Art Studio, Artist 64 etc. Lots of fun. Only **£7.99**. Upgrades – send £3.00 plus old disk.

TAKES A QUANTUM LEAP
MK IV HAS ARRIVED!

FOR CBM64/128

BACKUP MORE PROGRAMS THAN ANY RIVAL UTILITY.

BUT THATS NOT ALL ... NOW AVAILABLE FOR THE SERIOUS PROGRAM HACKER

ACTION REPLAY IV 'PROFESSIONAL'™

● **All the features of the normal Action Replay IV but with an amazing on board LSI LOGIC PROCESSING CHIP. Plus 32K operating system ROM and 8K RAM CHIP. The first RAM/ROM based cartridge of its type!**



ALL THE MK IV FEATURES PLUS ...

● **FULLY INTEGRATED OPERATION.**
The MK IV 'Professional' has all the features of the MK IV plus an onboard custom LSI LOGIC PROCESSING CHIP that integrates the whole range of utilities and makes them available at the press of a button at any time.

● **EXTENDED MONITOR.**
The 'Professional' has an extra powerful machine code monitor. Because it has both ROM and Ram at its disposal the Professional can freeze any program and then examine the WHOLE OF COMPUTER MEMORY in the frozen state including screen RAM, ZERO PAGE and STACK.
Full feature disassembly, compare, fill, transfer, hunt, relocate, jump etc, etc. In fact all the features of the best fully blown monitor available. Return to the frozen program at the press of a key at the point you left it! An absolute must for the program hacker – or even the programmer who needs to de-bug his program.

● **INTELLIGENT HARDWARE**
The Professional hardware is unmatched anywhere in the world today. The special logic processing chip can cope with protection methods as they appear by reacting to its environment.

● **RAM LOADER**
In addition to Warp 25, the AR4 Professional now has RAM LOADER. Making use of its onboard 8K Ram the Professional can also load commercial disks directly at up to 25 times normal speed. Remember this feature is in addition to AR4's unique Warp 25 feature that reloads all backups at 25 times speed.

MK IV PROFESSIONAL ONLY £34·99 POST FREE

UPGRADE INFORMATION

MK III TO MK IV. Just send £9.99 and we will send you the new MK IV Chip to plug into your cartridge. Fitting is very easy.
MK III TO MK IV 'PROFESSIONAL'. Send your old cartridge plus £19.99 and we will send you a new Professional MK IV.
MK 2 Action Replay owners can get £10 as part exchange against either the MK IV or Professional. Send old cartridge plus balance.

PERFORMANCE PROMISE

Action Replay will backup any program that any other cartridge can backup – and more! It also has an unmatched range of onboard features. Before you buy check our competitors ads to see what they offer and see how many of the Action Replay MK IV features are either not there or have to be loaded from Supergate disks etc. When you buy Action Replay if you don't find our claims to be true then return it within 14 days for a full refund.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	UK ORDERS POST FREE
0782 744707 24 hr Credit Card Line	Send cheques/PO's made payable to 'Datel Electronics'	EUROPE ADD £1.00 · OVERSEAS ADD $3 FAX 0782 744292

DATEL ELECTRONICS

DATEL ELECTRONICS LTD, FENTON INDUSTRIAL ESTATE, GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

C-C-C-CASCADE N–N–N–NINETEEN C–C–C–COMPETITION

WIN A US ARMY COMBAT JACKET AND AS MANY WATER PISTOLS AS YOU CAN COMFORTABLY WATER THE FLOWERS WITH



(PLUS 25 COPIES OF *19 – PART 1* FOR RUNNERS-UP!)

Those dogs of war at Cascade Games are currently leaping up and down in excitement, because of the imminent release of their latest game about rough, tough guys, *19 Part One – Boot Camp*. In fact, so excited are the Harrogate bunch, that they thought it would be a good idea to spend some of their dosh on a few lucky ZZAP! readers. And who are we to argue? Answers on a postcard only . . . No, haha.. only kidding . . .

What we really want you to do is design – using any form of drawing equipment close to hand – the hardest, meanest, roughest, toughest, rootin'est, tootin'est most murderous looking . . . water pistol, ever.

Now the big question is, why should you do all this? The answer is terribly simple – so simple, even Paul could understand it. Well, maybe not *that* simple. Ok, anyway: the water pistol judged the most thoroughly deadly by our expert(?) panel of judges will receive a genuine Avirex US Army jacket worth £150, as well as a brilliant motorised water mega-pistol, a set of authentic army dog-tags and a copy of *19 Part One – Boot Camp*. The almost-as-lucky second prize winner gets their own water-weapon, a set of dog-tags, a Cascade T-Shirt and a copy of the game, while the third prize winner receives the water gun, a set of dog-tags and the game. Further to all this, the 25 next best entrants will receive their very own copy of the game to love and cherish for all time.

Having sketched out your aquine armament, put it in an envelope (the sketch, that is) and send it off to this address . . .

N-N-NINETEEN COMP,
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE,
SY8 1DB.

. . . and make sure it gets here by September 16th, or you won't have much of a chance of winning. In fact, if you don't send us your entry by that date, you'll have about as much chance of winning as Gordon has of reaching 8st by Christmas.

ZZAP!'s monthly round-up of budget software

NIGHT RACER
Mastertronic, £1.99 cassette, joystick only

The Intercontinental Rally Championship is hotting up! Half way through, most of the competitors are still involved, so the organisers decide to thin the field . . .

The game is set over the night stage and the drivers are told that explosives are to be fitted to a timer in their vehicles, a timer that can only be defused at the official checkpoints. You must drive your car through the dark pine forests, avoiding the other cars and attempting to catch the yellow car of the race leader. But the stage must be completed before the flashing timer runs out or . . . KER-BOOM!



As a single player version of Pitstop II**, minus the pits section, and set on a darkened forest racetrack,** Night Racer **serves its purpose. However, that style of game is now long outdated, with the** Out Run's **of this world in vogue. A basic, follow-the-single-road, complete the stage in a set time style of game with straightforward graphics is too outdated to generate interest or excitement, especially as all stages are as near identical as makes no difference. A competent** Pole Position **game isn't worth the time or money, unless you don't have that sort of game already (unlikely). Spend your budget cash elsewhere.**



A person can only stand so many first-person driving games before getting utterly sick of them and Night Racer **pushes you in that direction. The 3D is quite effective but unfortunately is let down by poor car graphics and an ineffective display. The car is fairly responsive, but the cornering feels particularly sluggish. This can be extremely annoying when you're trying to steer past another car.** Buggy Boy **proved that the genre is not totally dead, but looking at this game makes you think otherwise.**

PRESENTATION 39%
High scores and records, but not much else.

GRAPHICS 48%
Good 3D but poor vehicles.

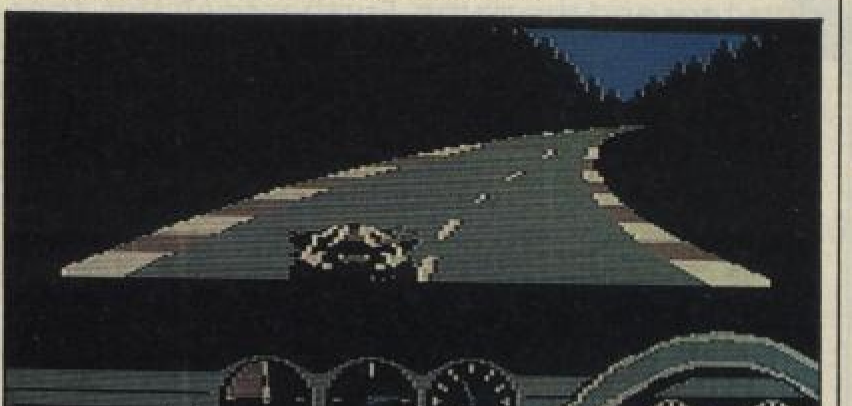
SOUND 39%
Bland title music and poor effects.

HOOKABILITY 47%
Frustration sets in quite quickly.

LASTABILITY 32%
The lack of variety severely limits its longevity.

OVERALL 36%
Save the two quid towards a worthwhile racing game.

▼ **Burning down the forest road in, er, second gear?**



SWORD SLAYER
Players, £1.99 cassette, joystick only

Spartacus, the great Roman hero, was enslaved as a child and his parents killed. He was trained for combat in the arena, with sword, shield and spear, always waiting for the day he could have his revenge on the Roman empire. Now he has been called to the arena to defeat the champion gladiators and lead an escape by the slaves.

You have three fighting moves with which to attack your opponents: both players' health are shown as shields above the main display and are deteriorated when wounds are inflicted. When all health is lost, the character dies; as he has only a single life, the game ends if this happens to Spartacus. Gladiators, an eagle and a rain of arrows all try to stop his attempt to free the slaves.



Well, as far as an attempt at a Roman Barbarian **is concerned,** Sword Slayer **falls pretty much on its face, but as a semi-humorous budget hack 'em up, it's brilliant! Stout warriors flail their sword arms with only three moves at hand, hits comically signified by splurges of blood – but a stab in the face from the first gladiator's trident is one of the goriest sights I've ever seen on a Commodore. Humour begins with the white noise audience applause, which sounds like the tide coming in, and continues with awful sound and animation on the eagle, who is more of a joke than a ferocious enemy. The absolute classic part of this game is Oblivius the Gladiator! He's called Oblivius because he ignores your attacks completely – a fact that had me in fits of laughter. Well, almost . . .**



Sword Slayer **doesn't add up to much, but what it lacks in technical expertise it makes up for in humour. The deformed sprites wobble about in a nicely drawn arena, whacking each other with no apparent affect apart from the odd spurt of blood. The individual levels are nicely connected (except for the multiload) by an ongoing storyline, which in itself caused a guffaw or three. If you already have enough decent beat 'em ups and don't mind spending a couple of quid for a laugh, take a look at** Sword Slayer**, it'll make you smile if nothing else.**

PRESENTATION 68%
The multiload isn't too bad, and the ongoing storyline is a nice touch.

GRAPHICS 61%
Portly sprites and reasonably well drawn backdrops

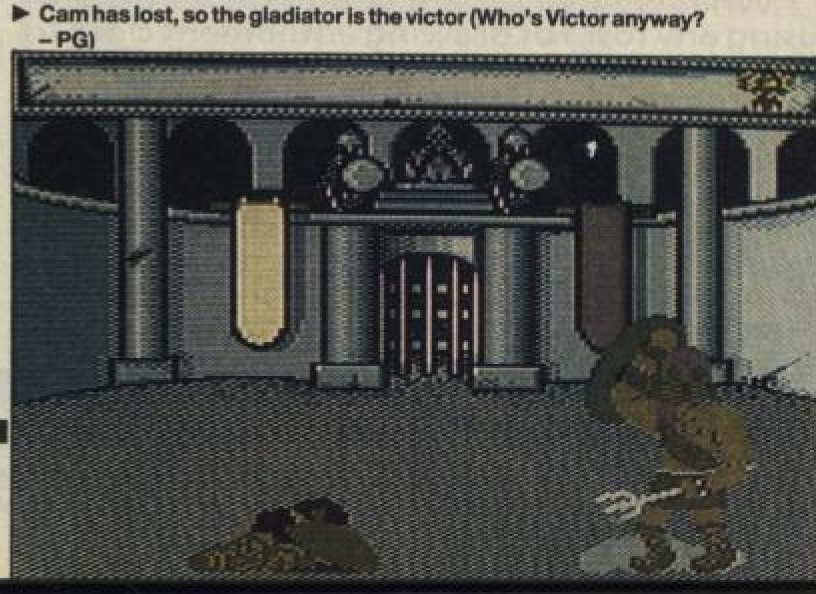
SOUND 34%
Grating tune but humorously bad sound effects.

HOOKABILITY 77%
Laughs and urge to free the slaves gives high interest.

LASTABILITY 36%
Unfortunately easy to complete, so the humour is short-lived.

OVERALL 46%
A below average sword game with some laughs.

► **Cam has lost, so the gladiator is the victor (Who's Victor anyway? – PG)**



PROFESSIONAL SNOOKER SIMULATOR

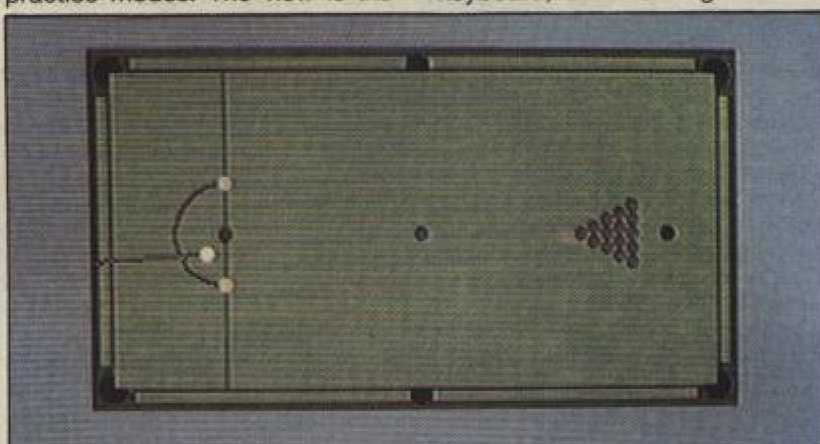
Code Masters, £1.99 cass, keyboard only

Budding Jimmy Whites who lack the necessary dexterity with a cue (or, indeed, the fancy suit) can now take to the baize via their 64 with Code Masters' latest simulation.

All the necessary rudiments of snooker are included, such as spins, fouling rules and ball nominations, together with demo and practice modes. The view is the standard overhead angle usually employed in games of the type. All moves are controlled from the keyboard, commencing with the aiming of the cue: a 'shadow' cueball at the top of the screen shows the 'impact' position of the ball currently in play (ie. how the cueball will strike the object ball), and any spin that is added after the initial aim. When a red is potted, a colour must be selected by pressing 0 (white) – 7 (black) before shooting.



When I heard about this simulation, I thought, 'What else can be done in a snooker game?' Apparently the answer is 'Not much.' It's true that just about all the rules are included, but Code Masters could have done something more with the presentation, perhaps a different viewpoint or a more innovative cueing system. The idea of including a view from the cueball is a new one, but is let down by the awkward cue positioning system, which makes aiming overly difficult. As it stands, PSS **is just another in a line of average snooker games, but if you like the odd frame or two then you could do worse than shell out two quid for this.**



► ***Pro-Snooker Simulator*, a game of wobbly balls**



There have been several snooker games for the 64, but none as good as Steve Davis' Snooker, **with successive games failing to oust it. Now snooker gets the Code Masters** Simulator **treatment, and develops a very interesting new feature of an object ball in addition to the standard spin on an enlarged cue ball. This display aids general sighting, then proficiency allows finely tuned shots to be played. Ball inertia is sometimes dodgy and affects play to a limited but niggling degree, but it's little things like that which can spoil games.**

PRESENTATION 39%
Demo and practice modes are included, but the cueing system is awkward.

GRAPHICS 30%
Small, indistinct balls move erratically around the table.

SOUND 31%
Bouncy, but infuriating title tune and weak spot FX.

HOOKABILITY 65%
The strange control method takes time to overcome, but once learnt it's passable.

LASTABILITY 43%
Only diehard snooker fans will keep returning.

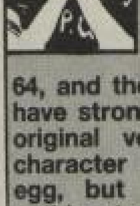
OVERALL 63%
An adequate snooker simulation that doesn't break any new ground.

DIZZY

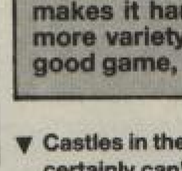
Code Masters, £1.99 cassette, joystick or keys

A nice walk in the country always seems like a good idea, but wandering about in a haunted forest may not be everyone's cup of tea. Such considerations never cross the mind of Dizzy; to him, the haunted forest is the perfect place to find berries, flowers or club-shaped pieces of wood. During an afternoon's exploration, he comes across a mysterious stone slab and, being an inquisitive egg, he clears away the dirt and begins to read the strange inscriptions . . .

The message tells of the Evil Wizard Zaks – the only thing that brings fear to the heart of our hero – and of a magical potion that could end his reign of fear. Summoning up his courage, Dizzy makes off to save his eggy village folk: when a flask has been filled with potion, it must be dropped next to the evil Wizard, releasing the villagers from his dark presence.



This type of arcade adventure is well-worn on the Spectrum but doesn't suit the 64, and the graphics in Dizzy **have strong overtones of the original version. The Dizzy character is a cute wiggling egg, but his cuteness did nothing to inspire me (heartless thing that I am) particularly as he is difficult to control. Nicely defined but colourless backgrounds put an end to the 'I wonder what the next screen is like' thoughts that usually go with this type of game; consequently, I'd soon had enough. If this style of game is your cup of tea, then go ahead. It's not mine.**



These days, if a flick screen arcade adventure wants to attract any attention, it needs to be something rather special. Unfortunately, Dizzy **fails to produce any advance past the** Monty On The Run **stage (the main sprite even performs a** Monty **style somersault), despite the thinly veiled** Dangermouse **plot attempting to be humourous. The graphics have a definite 'cute' quality to them, but they lose their appeal after a few screens, since there is very little diversity in style. The feel of the game is marred by an unruly and difficult control system: often the eggy hero flies across the screen, landing in an unexpected position, which makes it hard to judge the correct take-off point. If there was more variety in the gameplay then** Dizzy **may have been a very good game, but there isn't so it's not.**

▼ **Castles in the air? Well, Dizzy certainly can't jump that high**



PRESENTATION 41%
Adequate on-screen presentation let down by uncomfortable control.

GRAPHICS 43%
Nicely defined but very little diversity.

SOUND 30%
Feeble title tune and few spot effects.

HOOKABILITY 54%
Like any arcade adventure, the initial exploration urge is strong.

LASTABILITY 32%
Weak puzzles and lack of variety make returning to the game unlikely.

OVERALL 48%
Not an awful arcade adventure, just a mediocre one.

BUDGET TEST

NINJA SCOOTER SIMULATOR

Silverbird, £1.99 cassette, joystick or keys

Through a mysterious city you ride your Dream Scooter, leaping over walls and holes with the aid of stunt ramps. It's a race against time to complete each scrolling stage, and points are awarded for pulling stunts on your scooter in mid-air.

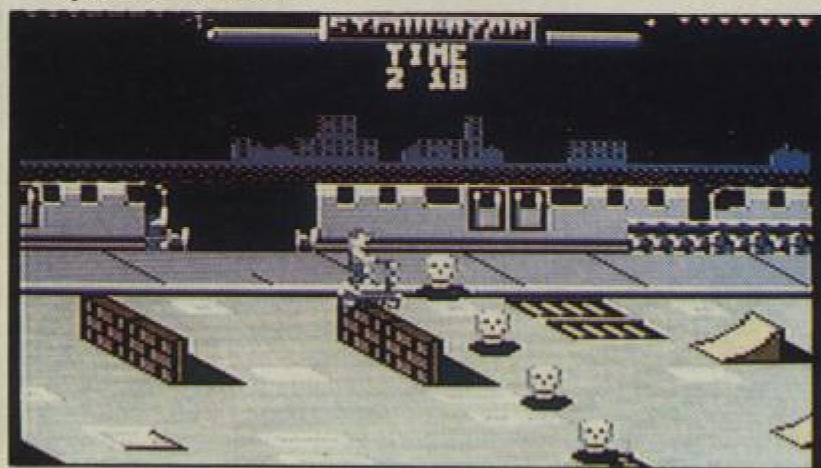
As you race along, enemies such as policemen, skulls, cars, and skateboarding skeletons (!) hinder progress, losing Ninja valuable time should they collide. Similarly, collision with walls and falling into holes loses time as the Ninja recovers. The Ninja's speed is slowed by gratings which are dotted around the levels, and the game is over if you run out of time before reaching the finishing line.



I don't know about anyone else, but I've never heard of a Ninja riding into battle on a scooter before! Despite the strange moniker, this isn't a simulation at all, it's only a Metrocross **clone, and a bad one at that. The lifeless sprites drift about over bland, repetitive racetrack graphics and the sound is so unrealistic it's pointless. The control also leaves a lot to be desired. Often I shouted at the computer in frustration, calling it a cheat. Budget price or not, I still think that one poor version of** Metrocross **is quite enough, thank you!**



This has the general appearance of the arcade game, Metrocross **(ignoring US Gold's pretty unspectacular conversion), but scores low on the playability stakes due to the hit-and-miss style needed to complete a level. Scooter stunts do nothing to help gameplay, and largely low quality graphics don't exactly encourage you to go on. Rushing along streets soon becomes tedious, so only** Metrocross **addicts need buy.**



▼ ***A Metrocross clone by any other name, and this time the name is Ninja Scooter Simulator***

PRESENTATION 48%
No loading tune/screen and standard options.

GRAPHICS 29%
Smooth scroll marred by feeble backgrounds and sprites.

SOUND 39%
The choice of meagre effects or forgettable music.

HOOKABILITY 64%
Any *Metrocross* variant generates some initial interest.

LASTABILITY 27%
Haphazard play and very little variation soon invoke boredom.

OVERALL 30%
Only a die-hard *Metrocross* addict would find this attractive.

I-XERA

Power House, £1.99 cassette, joystick only

The most awesome fighting force in the galaxy, the *I-Xera* corps, has suffered an almighty embarrassment; the IX logo has been stolen! The thief is obviously a practical joker, claiming that the pieces of logo are hidden in an old soap-bubble factory. Foolishly thinking that this can't possibly be serious, you volunteer for the mission and zoom off to the factory.

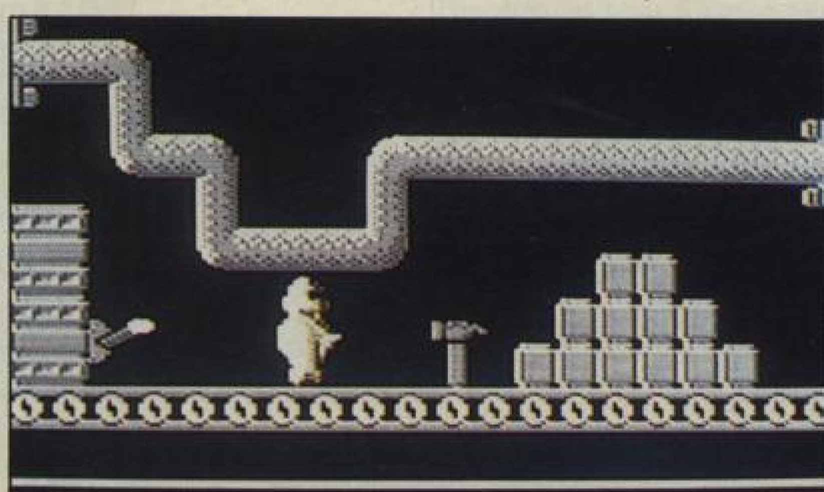
You soon realise that this isn't a joke, due to all the nasty robots attacking you! Blasting away with your laser you begin the search, only stopping to recharge your batteries, pick up a useful object such as a spanner, or open ion gates by switching the appropriate levers. Can you find the Mini Inter-dimensional Storage Unit which allows you to collect the missing pieces of the logo and return a hero? (Pause for breath) Or do you even want to?



Under normal circumstances, I'm the first to enjoy a shoot 'em up, but even I can't find any redeeming features in this turgid affair. The main sprite is a laughable, feebly animated robot and is complemented by extremely bland, repetitive backdrops. Searching for the pieces of logo very quickly becomes boring, so much so that you start thinking, 'I don't care what happens when all the pieces are collected, I can't be bothered playing any more'. One or two games is enough to reach the conclusion that this is utter rubbish.



A pleasing Hagar tune appeared to bode well, as did my first 30 seconds of play – from then on I learned to endure the repetitive nature of both the dull grey platforms and the game itself. The sprites add a little colour to the proceedings, but wandering around the soap factory (which is an inane place to set a high-tech shoot 'em up anyway) shooting bubbles and alien creatures is boring at the best of times, and the 'press fire and hope' energy replacement sub-game doesn't enhance play. I don't think anyone will find this anything but extremely dull.



▼ ***I-Xera, yet another game about soap bubble factories in space***

PRESENTATION 21%
Very basic indeed, with over brief instructions.

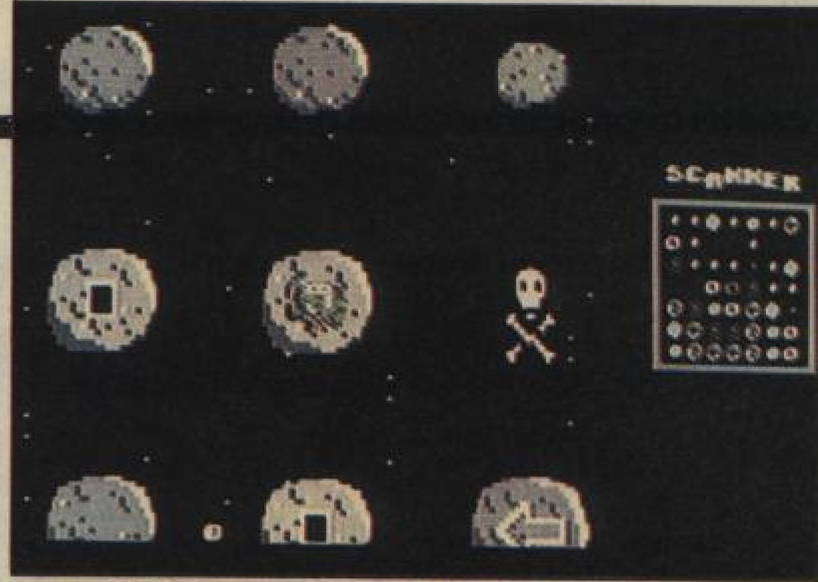
GRAPHICS 25%
Bland, unoriginal sprites and repetitive scenery.

SOUND 41%
An annoying tune plays throughout.

HOOKABILITY 29%
Dull from the outset.

LASTABILITY 12%
A few games is plenty.

OVERALL 13%
Unlucky for everyone! (These observations are brought to you by the Minimalist School of Comments Inc).



SLIMEY'S MINE

Silverbird, £2.99 cassette, joystick with keys

Slimey, a cute, frog-like character, is trapped on an asteroid belt in deep space, miles from home (aaah!). His only hope is to salvage spaceship parts from asteroid caves and construct his escape craft. These caves are inhabited by a variety of alien lifeforms who attack poor old Slimey on sight – luckily, he's armed with a laser gun.

He first finds himself on the surface of a single asteroid, and you are able to steer him around the whole belt. Asteroids are marked with arrows (which deflect him in the direction they point), skull and crossbones (he's killed on contact), a launch pad (transportation to the next belt, if sufficient parts have been collected), and mine entrances.

Inside the mines, contact with aliens depletes our amphibian's energy, shown as a pot of water – Slimey can lose all his strength three times before losing one of his three lives. A transfer function allows him to pass through solid obstacles, but if transfer is undergone while above a solid object all energy is lost.

When aliens are shot, one of seven objects can appear. A group of four yellow balls gives a banana bomb: when released, these bounce around the screen killing the aliens. A blue bubble temporarily halts aliens and turns them red and blue: touching a blue alien fills the pot, touching a red one returns the aliens to normal.

Ten blue diamonds are needed for an alien to drop a red diamond which gives access to the next cave. Red diamonds also have a smart bomb effect, instantly completing a screen when used. A map shows Slimey's position in the current mine, a door will lead you back to the surface of the asteroid, and an apple clears the screen of all hazards.

A bonus game involves the collection of frogs – all called Bertie! – from certain caves. Slimey then spits these out (ugh!) into a hole, which when full allows our hero to cross a gap and float up on a balloon for bonus points.



The thing that struck me first about Slimey's Mine **was the multitude of strange samples strewn throughout the game. A hectic bout of shoot 'em up action is backed by screams and cries, belches and brief comments, all of which caused consternation and amusement to the casual passer-by. Not that we get many of those . . . But anyway . . . when you start playing, you don't notice the blast of noise because you're too involved in the fast and colourful collecting and shooting. Cartoon-like characters populate this addictive game, which although only a mixture of old ideas, appears fresh and vibrant amongst most other budget products released these days. You're missing out on something special if you don't buy** Slimey's Mine.



This must be one of the funniest games I've played – it's brilliant! The combination of cute, froggy creatures, some extremely silly sound effects and frenetic shoot 'em up action kept me coming back for more. The action is full of nice touches: the Pac-Men ghosts who scuttle about on later levels, the frog snoring in pause mode and the fantastic speech all create a great atmosphere. The graphics aren't astounding, but the gameplay more than makes up for this, every aspect from the selection screen to dumping the rescued frogs in a pit being honed to perfection. Ignore the other Silverbird products this month and buy this – it's one of the best budget games for a long time.



With the deluge of budget software flooding into the office this month, it's great to see a product of such quality as Slimey's Mine**. The most obvious thing is the ripping sampled sound, with a wealth of 'argh', 'oof' and 'get ready' effects belting from the monitor. The freneticism of the sound is matched by the frantic gameplay, especially when the screen is full of rampant aliens! Even though the final objective appears rather obscure** Slimey's Mine **is instantly playable and very hard to put down. This little gem more than compensates for the disappointing other releases from Silverbird this month.**

▼ **Quick Slimey! Pick up the flashing bubbles**



PRESENTATION 93%
No loading picture, but colourful title page with brilliant *Microrhythm*-type sound utility. Excellent in-game touches, such as 'snoring' pause mode and bonus game.

GRAPHICS 70%
Colourful and cartoon-like with some interesting visual effects.

SOUND 95%
Lots of humorous high-quality sound samples.

HOOKABILITY 91%
The shoot and collect exploration is instantly playable; the sound is just the icing on the cake.

LASTABILITY 89%
A lot of mines to explore and clear, but may become repetitive.

OVERALL 94%
A funny, unusual and addictive shoot 'em up enhanced by brilliant presentation and sound. Buy it!



Are You Good Enough to TACKLE
STAR BUY
HOTSHOT!
There is so much in Hot Shot – you need to be a crackshot, a pinball wizard and an ace controller. Have you got what it takes to beat Hot Shot?
GOLD LABEL AWARD
Screen shots from Atari ST version.
Universally acclaimed as the greatest game this century. Hot Shot has exceeded all expectations, out of hundreds of games only two have qualified for Addictives Gold Label award. These are Football Manager 2 and Hot Shot.
Hot Shot is so action-packed, before you buy, read the back of the Hot Shot box. Available at all quality stores.
"A fast, addictive challenge. Original and humorous." Games Machine
"It looks frabjuous ... and well brill it looks too." Sinclair User.
Street Date: End of August.
CBM 64/128 – £9.99 cassette £12.99 disk
Spectrum – £8.99 cassette, +3 £12.99 disk
Amstrad – £9.99 cassette £12.99 disk
Amiga – £19.99 Atari ST – £19.99
IBM PC – £19.99
No.1
Go For Gold.. It's Totally Addictive
PRISM LEISURE CORPORATION, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ.

BATTLE SHIPS

Encore, £1.99 cassette, joystick only

Do you remembers those Sunday afternoons with a pencil and piece of paper, shouting out strange oaths such as 'E seven – hit!' followed by a stream of abuse? You do? Then you'll recognise this release from Encore. Yes, *Battle Ships* has finally made it onto our screens! The rules are much the same as the pen and paper/board game versions, using a grid to judge firing positions, with various additions.

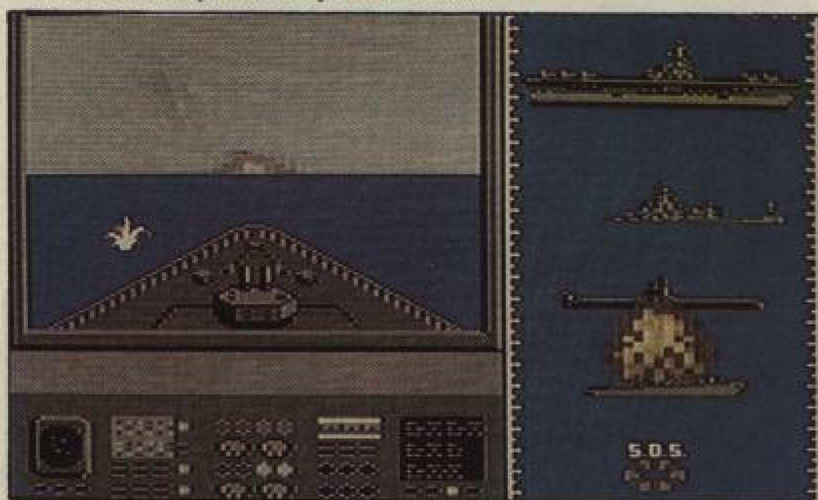
These include a 3D sequence displaying the firing of your shots, graphical representations of ships sinking and a multi player option, consisting of a series of games on a 'winner stays on' basis. If a second player is unavailable, then you can take on the computer in a head-to-head contest.



During my younger days, I used to spend hours shoving plastic pegs into a board shouting 'Hit' or 'Miss', only giving up when most of the plastic pegs had been lost, so this release from Elite's new budget label brought back many memories. Battle Ships **is an excellent implementation of the original game, adding enough extras to make it interesting but keeping the traditional format so that it doesn't get confusing. The multi player option is a good idea and provides an opportunity for some ego inflating! If you think that** Battle Ships **is a stale idea or even if you just lost the boardgame pieces, check out this little number!**



As this has never been previously released (though there were full price plans), Encore is an inappropriately named label for Battle Ships**; however, at least the price is right (no Leslie Crowther jokes, please). The standard game of battleships may be very old indeed, but Encore's computerised version proves there's life in an ancient concept. The computer opponent provides a good challenge, but the rivalry in a two player game is even more fun. A number of salvos involve more miss than hit, and the choice of target squares is frequently random, but the playability of this revamp of an extremely old classic shines through. At two pounds, it's certainly worth a look.**



▼ **Hoorah! Cam scores a hit on the enemy cruiser, having already sent the destroyer to Davey Jones' Locker**

PRESENTATION 79%
Good layout plus a good multi player mode.

GRAPHICS 68%
Nothing astounding, but they portray the action adequately.

SOUND 61%
Average music and a few effects

HOOKABILITY 83%
A doddle to get into and difficult to resist.

LASTABILITY 65%
The multi player option should increase its longevity.

OVERALL 81%
Surprisingly more than just a trip down memory lane.

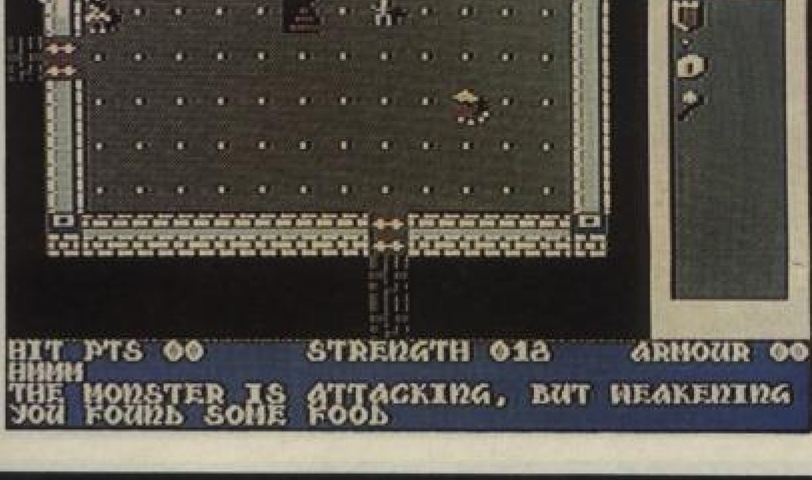
ROGUE

Mastertronic, £1.99 cassette, joystick with keys

You have one objective: to retrieve the Amulet of Yendor. This precious object is hidden within the depths of the Dungeons of Doom, and only armour, a bow, and an enchanted mace are there to defend you from the fearsome monsters that dwell within.

You explore a maze of rooms and corridors which jerk onto the screen as you progress; your inventory is depicted to the right of this display. A command menu allows you to go up or down stairs, search your current location, or rest. Your strength decreases on contact with an enemy, but you can retaliate with one of several weapons selected from a pack. Armour, treasure, potions, weapons, food and scrolls can all be found to aid your task.

▼ **Slow gameplay accompanies tedious role-playing action in *Rogue***





When designing a Gauntlet **type game, you should first find out what made the original so popular. This list should include multidirectional scrolling, numerous enemies on screen and frantic battle action. Unfortunately,** Rogue **doesn't contain any of these elements. The cursor control method is diabolical, the Rogue himself hardly ever ending up where you want him to. The jerky scrolling adds, in no small measure, to the confusion, giving no impression of movement. As for battle action, forget it – watching paint dry is far more exciting! To sum up, I can honestly say that budget games don't come much worse than this.**



I thought graphically simple role-playing games died out years ago, but Mastertronic have plans for resurrection in Rogue**. The reasonable depth in this game doesn't compensate for the tedium of endless 'pick up and use' actions – it's not my idea of variety. The bow is useless for attacking, as by the time you've run away and wielded it, the monster has caught up with you and drained your strength. Terrible graphics and 16 pixel scroll jump don't help this somewhat pathetic computer RPG. Avoid it at all costs.**

PRESENTATION 39%
Annoying lack of user-friendliness and crude on-screen presentation.

GRAPHICS 14%
Small shapeless objects and extremely jerky scrolling.

SOUND 3%
A single beep when objects are selected.

HOOKABILITY 27%
The exploration bug bites unenthusiastically.

LASTABILITY 12%
A very big dungeon with very little variety.

OVERALL 10%
Only worth a look if you're a (very) big RPG fan.

KNIGHT TYME
MAD, £2.99 cassette, joystick or keys

At the end of *Spellbound* Magic Knight rescued Gimbal the Wizard from the castle of Karn, but was then catapulted centuries into the future. Now he finds himself inside the USS Pisces, only able to understand the workings of the 25th Century by virtue of a datacube given to him by a metallic creature. Once again, Magic Knight must complete many tasks before he is able to return to his own time.

Knight Tyme utilises the same pull-down menu system (Windovision) that was seen in *Spellbound*, allowing manipulation of objects, characters, and the casting of spells. Aliens and robots wander around the ship and can help Magic Knight, but he must command them to sleep occasionally so that they do not die of exhaustion. Not all characters are helpful, however – so watch out!



Spellbound **was released way back in June '86, so its successor has been a long time in arriving, and I'm glad it finally has. Leaping around a spaceship interacting with characters and puzzling over the possible uses of the wide variety of strange objects is almost as much fun as it was in the castle setting of** Spellbound. **There lies** Knight Tyme**'s only problem – its similarity to its predecessor. If you already have** Spellbound, **or even** Stormbringer **you could find this game too close to the original. Still, at only three pounds, it's excellent value for money.**



▲ 'Now in standard orbit, Magic Knight'



Spellbound **was considered a good game for three basic reasons. Firstly it was quite an extensive adventure, secondly it had an innovative control system, and thirdly it was cheap. Two years later Magic Knight returns. The control method is the same, the price is the same, but the adventure itself is more limited. The puzzles may appear to have logical solutions, but finding a way to carry out the necessary actions is very frustrating. After several fruitless attempts to have a photograph taken, I began to get severely disheartened. Don't buy this game unless you're a serious adventurer with the ability to wrap your head around the most confusing dilemmas.**

PRESENTATION 92%
The Windovision system is easy to get into and a lively sense of humour is spread throughout the game.

GRAPHICS 70%
Lacking in colour but adequate.

SOUND 69%
Loud and lively effects but the hi-tec tune is liable to annoy.

HOOKABILITY 89%
The arcade adventure puzzle-solving elements are a powerful hook.

LASTABILITY 84%
A lot to do before Magic Knight can return home.

OVERALL 80%
An amusing arcade adventure which is only marred by the fact that it's no advancement over Spellbound.

KANE II
Mastertronic, £1.99 cassette, joystick only

Marshall McGraw had a lot of trouble from the Black Hole Gang in the old days – they nearly caused an Indian war before he caught them and slapped them in jail. The Gang have now served their time and been released, and have kidnapped the daughter of the Indian chief, in another evil bid to start a war.

Once again it's McGraw's job to save the town of Kane, over four stages: the first involves riding your trusty steed alongside a train and shooting the bad guys; the second has McGraw shooting the Gang from their fort in order to rescue the Princess; the third shows him taming a bronco to be his new steed. At last he must escape the clutches of the Black Hole gang and ride off into the sunset . . . (cue melodramatic music)



The only memorable thing about the original Kane **was the** Impossible Mission **animation of the main character, whereas the game itself was a ramshackle combination of simple riding or shooting games.** Kane II **arrives and, surprise, surprise, the main character is identical, *but* we have riding and shooting *at the same time!* Wooooh! It's not abysmal, it's just that it doesn't really approach the standards required of a good budget program these days.** Kane **was good for its time, but in mid 1988** Kane II **just doesn't appeal in the same way. If you see this on the shelf, do yourself a favour – leave it there.**



Kane II **appears to me to have a marked similarity to its predecessor: obviously, sequels are meant to bear similarity to the original, but when a stage is virtually identical to one in the first game, as stage two is, then things are going a bit far. This wouldn't be a problem if the sub-games in** Kane II **were playable, but instead they're a bunch of outdated ideas with poor graphics and sound.** Kane **may have been attractive in its day, but** Kane II **today certainly isn't.**

PRESENTATION 65%
The now standard Mastertronic Invader/Hubbard loader, but little else.

GRAPHICS 45%
Only the *Impossible Mission* Agent 4125 sprite in stage two is of quality.

SOUND 28%
Crude effects, grainy samples, and instantly annoying title music.

HOOKABILITY 65%
The first two stages' shooting gallery action provide a few outdated thrills.

LASTABILITY 22%
The crude, old-fashioned gameplay is rapidly boring.

OVERALL 33%
Virtually the same as *Kane*, but slightly less appealing.

▼ Marshall McGraw plugs a few bad-hats who're holed up in the fort



EUROPEAN 5-A-SIDE

Silverbird, £1.99 cassette, joystick or keys

Ere we go, 'ere we go, 'ere we go! What we have here is a vertically scrolling, overhead view of a five-a-side pitch: you can play against a friend or take on a computer opponent in a game consisting of two halves of three, five or ten minutes, on any colour pitch you prefer. When all adjustments have been made, play begins.

Control is much the same as other footy simulations, in that the computer automatically selects the player nearest to the ball and places him under your control. The goalie can be made to dive by holding the fire button and moving in the appropriate direction. At the end of the game the final whistle blows and the winner is declared.



The sound and graphics of European 5-a-Side **are incredibly poor, and this is echoed in the gameplay. The computer takes a long time to decide which player should be under your control, but this doesn't make any difference because the computer players are so bad. There is only one difficulty setting and I managed to beat the computer player 30-nil on my first game! The two player option isn't much better, since the action is so unrealistic. There have been some abysmal football simulations on the 64 but this has got to be the worst! Forget it.**



Are poorly conceived and unplayable games making a comeback this month? European 5-a-Side **might make you think so: it's got porky computer footballers trotting up and down a single screen width pitch to deathly silence. They're pretty thick, too – it's possible to keep possession of the ball by just standing still! Scoring is incredibly easy – just zig-zag up or down the pitch, as appropriate, and boot the ball straight in the net. The walled-in effect doesn't add to the fun (not that there's any in the first place), and neither does the completely vertical lob. If you're into 5-a-side soccer, you won't be after playing this.**

▼ **Non-stop goalmouth action in *European 5-a-Side***



PRESENTATION 31%
One difficulty setting and very poor control.

GRAPHICS 29%
Garish, blocky and unconvincing sprites with a monochromatic backdrop. Very poor.

SOUND 33%
An infuriating title ditty and scratchy effects.

HOOKABILITY 21%
The unruly control causes instant frustration.

LASTABILITY 9%
Once played, never again!

OVERALL 15%
Definitely not for fans of the sport.

BEACH BUGGY SIMULATOR

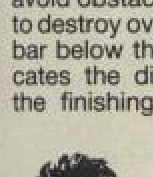
Silverbird, £1.99 cassette, joystick only

At the local beach, the Dune Trials have begun, and you have entered with your shiny new buggy. The trials are set over sandhills, and must be completed within the time limit. Progress is hindered by rocks, fire, helicopters and missiles – all lose you valuable time.

The buggy can accelerate or decelerate across the leftways scrolling sandscape, jump to avoid obstacles, and fire upwards to destroy overhead helicopters. A bar below the action screen indicates the distance remaining to the finishing line of the current stage; when the bar has fallen to zero, your destination has been reached. You can then go on to the next, harder, level.



Rejuvenating old arcade games is forgivable if enough improvements have been made to keep it in line with today's new games, but when companies start making unplayable Moon Patrol **clones it gets rather worrying! Even the BBC computer version** (Spaceman Sid) **was better than this and that was released several years ago.** Beach Buggy Simulator **has small, indistinct sprites, poor sound and annoyingly difficult gameplay – so annoying in fact, that after struggling through level one, the minuscule finish flag brought howls of dismay from all and sundry, followed by the machine being hurriedly switched off. Anyone who has dreams of owning a beach buggy, steer them well away from this effort!**



What with this, Ninja Scooter Simulator, **and the future release of** Stuntbike Simulator, **Silverbird seem to have acquired a Code Masters characteristic – stand by for a court case! However, going by their first two simulators, Silverbird have nothing to shout about.** Beach Buggy Simulator **(whose loading name is initially Breach Buugy!) is a very similar game to** Ninja Scooter **– avoid the nasties and complete the course within the time limit. Gameplay is awful, with too many obstacles and too great a delay after collision, and to call the graphics bad is an understatement – they belong in a three-year-old budget game. I won't say what sort of simulator I called this in the office, but it wasn't complimentary! A few laughs at the poor standard of this game is the only fun you'll get for two quid.**

PRESENTATION 61%
Bar a pleasant loading picture, nothing special.

GRAPHICS 29%
Child-like graphics are not cute enough to provide enjoyment.

SOUND 44%
Reasonable tune and spot effects.

HOOKABILITY 59%
Despite awful playability, a desire to see stage two is fired . . .

LASTABILITY 14%
. . . And swiftly quenched when level two is found to be virtually identical.

OVERALL 21%
A far-outdated game, both in concept and execution.

► ***Beach Buggy Simulator*? When did you last see a beach with cacti on it?**




STREET SPORTS™
SOCCER
Screen shot from CBM 64/128 version.
Street Sports BASKETBALL
Select from 16 of the neighbourhood's hot hitters and hacks. Each with his own level of skill in hitting, fielding and throwing. With the right combination your team could be the champions. With the wrong combination, the chumps ...
... ANOTHER GREAT SPORTS SIMULATION FROM EPYX...!
Choose the best 3 players from a cast of 9 neighbourhood characters and participate in this unique action packed soccer game. Execute all of the hottest soccer moves like passing on the run, heading the ball and shooting at the goal with a variety of shots. That is not all, avoid obstacles such as oilslicks, manhole covers and pot holes. Real life, fast action fun from the masters of *Street Sports* ... EPYX.
Screen shot from CBM 64/128 version.
STREET SPORTS BASKETBALL
CBM 64/128 & AMSTRAD
£9.99 tape
£14.99 disk
SPECTRUM 48/128K
£8.99 tape
STREET SPORTS SOCCER
CBM 64/128
£9.99 tape £14.99 disk
EPYX
U.S. GOLD
It's Tough on the Streets!
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

FERNANDEZ MUST DIE

Imageworks, £9.99 cassette, £12.99 disk, joystick with keys

Fernandez has spread his dictatorship over a once peaceful land, and eight bases have been built to secure his hold on the area. Your mission is to free the country, once your homeland, by discovering and destroying all of these bases, and any enemy soldiers or vehicles which cross your path. There are prisoners-of-war to set free and hoards of stolen gold to recover, both of which will help you gain medals.

You are dropped from a truck at the beginning of the vertically scrolling combat area, and then battle your way forward using a combination of machine gun bullets and hand grenades, avoiding enemies and mines. Jeeps lie abandoned about the playing area, and can be boarded to create mayhem – they're each armed with a machine gun and (initially) 16 bazooka shells.

The damage incurred to both jeep and soldier are shown as bars at the top of a screen, next to displays showing lives and grenades/shells remaining. If the jeep is damaged beyond repair, you are ejected, to continue on foot – but catching a stray bullet while in soldier mode reduces the lives counter by one.

Doors and walls are broken through to reach bases and rooms, which can be found with the aid of a map, called up by the Run/Stop key. These buildings are a maze of walls containing POWs and gold-filled caskets.

In two-player mode, both players work together to defeat Fernandez' troops. The first player to enter a jeep steers it, whilst the second controls a directional machine gun.

Planes drop parachutes as they fly overhead, carrying enemy troops, medical supplies to restore energy, and wall-destroying bombs. Cases of ammunition and gold pieces can also be found. A status screen displays medals awarded and the number of prisoners and gold chests to find. A total of seven medals are yours for the earning: collecting gold, destroying bases and freeing prisoners all have their reward.



Imageworks' first game marks the return of the auspicious Tony Crowther; unfortunately, Fernandez Must Die**, as well as having a tacky title, suffers from being a rather unplayable** Commando **variant. Though well defined in parts, the graphics are badly coloured to the point that they distract your attention from the game format. Grenades aren't easily launched, and as breaking through various barriers depends on the aforementioned firepower, a lot of time is spent hanging around waiting for a plane to blow a gap – very annoying. The outdated gameplay is only of great interest in the two-player mode, and then only when aboard a jeep. It's a pity that Tony Crowther's follow-up to his brilliant** Zig Zag **should be so ordinary.**



Tony Crowther's latest game appears a little late for the Commando**-style vertical scroller boom of around two years ago, for this seems to be all it is. So what if the game scrolls down as well as up? It doesn't really make it a classic. The graphics are passable, with smart definition, but the usual gaudy Crowther colouring puts a bit of a damper on the whole affair. In the gameplay stakes,** Fernandez **has little to offer over other 'run around marmalising everything that moves' games. What it does have is a lot of infuriating delays and hold-ups, something I don't expect to see in games of this type. What we *are* given is just a fairly well programmed basic shoot 'em up, but there is not a lot contained within it to excite or stimulate the computer gamer.**



One thing I have noticed about Tony Crowther games is that the colour schemes **are always hard on the eyes, and make any perception of depth or position extremely difficult. This is quite a shame since the definition of sprites and backgrounds alike are usually very good, as in** Fernandez Must Die**. The blue and green shading on the first level looks horrendous, but on further screens the combinations do improve slightly. The gameplay behind the psychedelic graphics is very difficult, often to the point of frustration, requiring a good deal of hanging around waiting for gaps in the landscape or extra grenades to appear before any progress can be made. Hence, all but the most tolerant of gamers may soon find themselves saying, 'Forget it' and leaving the game to muddle along in its own garish way.**

▼ **Crowther makes a comeback, but who the hell *is* Fernandez?**



PRESENTATION 63%
Helpful in-game map and status screens, but awkward grenade control.

GRAPHICS 47%
Well defined but gaudily coloured.

SOUND 63%
Old Compunet tune (which is decent) and simple effects.

HOOKABILITY 53%
The offensive colours, intermittent grenade response and stilted pace don't encourage further plays.

LASTABILITY 42%
Lack of variety will prove difficult to tolerate for all but the most dedicated Crowther fans.

OVERALL 51%
An old-fashioned game from a new-style software label.

ZZAP! TEST

NETHERWORLD

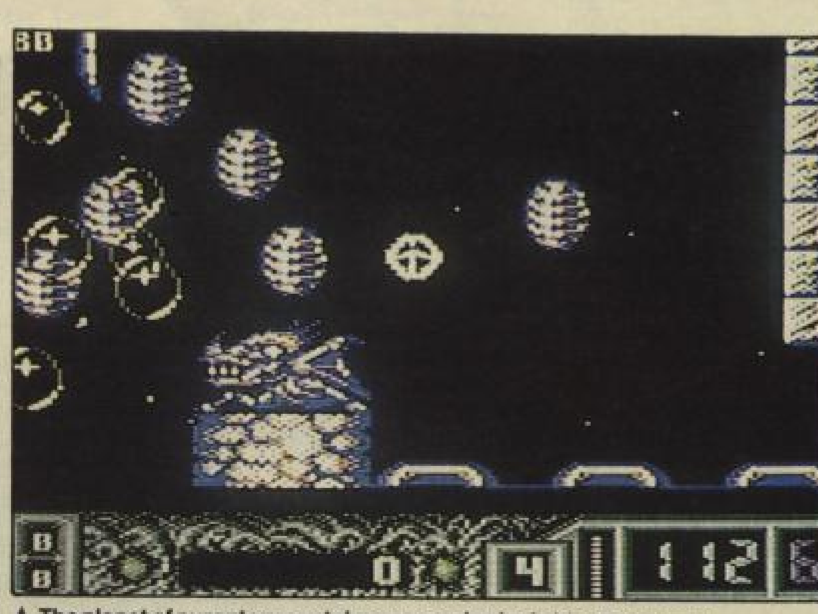
Hewson, £9.99 cass, £14.99 disk, joystick only

Aboard your wheel-like craft, you are trapped in another world to the one you once knew, in another time, and a forboding new dimension of space – a phantasmagorical land, of bizarre constructions, forming your boundless prison. (Isn't this intro getting a bit flowery? Oh well . . .) This place is filled with wierd and wonderful beings of a frightening beauty; but they are creatures locked in battle between the forces of good and those of evil, in a struggle for domination of the Netherworld. Being trapped on the Planet of Purgatory in the middle of all this is not the most comfortable situation to be in.

Luckily, you do have a chance of escape – albeit a slim one – via the colourless carbon crystals of diamond, the local currency. These gems are scattered throughout the dimension, and hold the key to your freedom. In order to reach them, the inhabitants of Netherworld have to be killed and their defences avoided: acid bubbles, vomited by demons; alien generators; acid blood (yuk!) ejected by goat skulls; bounder, hover, and scanner mines; gruesome tortured souls – all these are faced through the 12 sectors of Purgatory.

Your objective is to collect the required amount of diamonds in the time limit allowed, then exit to the next, harder, stage through a teleport system. In order to do this, many obstacles have to be avoided, or in some cases moved, and aliens must be destroyed with your quad-directional lasers.

Each level has walls and impassable land masses/structures of various types which form an eight-way scrolling maze; in addition, there are a number of useful (or otherwise!) objects. A diamond squeezer, shaped like an upturned U, will create a new diamond if a moveable rock is manoeuvered inside it. Some types of alien are created from hive-shaped generators, but a rock placed above these will stop the flow of creatures. Well-placed rocks can also deflect the path of scanner and bounder mines onto a metamorphosis wall, to create four new diamonds.



▲ The planet of purgatory contains more spherical objects than you could possibly imagine



▲ Trapped by skulls! Where d'you think those transporters will take you?

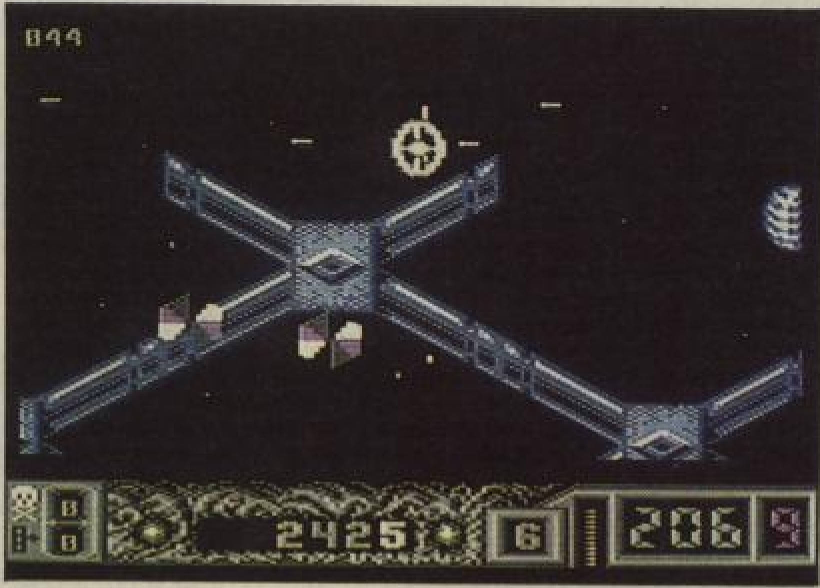
Circular teleportation devices rapidly transport you to one of their brothers in another part of the level, and paths through walls can be taken if a secret door – which looks very similar to other bricks – can be found. Extra time to complete the level is given if hour glasses are collected, making play marginally less hectic.

The aliens which maraud the dimension often release a glowing blue icon when killed, and this has ten possible effects. Icons taking the form of 100, 250 or 500 give that amount of bonus points when collected (obviously). A group of arrows gives extra ship speed, but if more than three are collected, you will be slowed down. A skull and crossbones signifies a demon killer, and touching one of these acid-spitting creatures will reduce it to a pile of bones if you have that icon.

Arrows pointing to blocks represents a brick smasher, which will allow you to make a hole in an otherwise impassable wall, hopefully giving access to more diamonds. A group of question marks gives a mystery bonus, as they sig-

▼ Bubble-spitting dragonets provide the entertainment on the first level





▲ A metallic trellis where death lurks in many forms for the careless Netherworlder

nify four possible effects – two pleasant and two unfavourable. An extra life and a period of invulnerability (shown by a change of ship colour) can be gained, but also much confusion from reversed controls (the ship changes spin direction) and complete lack of control (the ship stops spinning). This is an icon for the gamblers only!

Below the main screen area which depicts this graphic action lies an information display. This shows, from left to right: the number of demon killers available for use (up to a maximum of nine), number of brick smashes possible (maximum of nine), your score, the level you are playing, your shield energy, time remaining to complete the level, and number of lives remaining. At the shield's highest power level, 12 hits can be taken before losing one of your three lives. Flashing numerals in the upper right corner of the screen show the amount of diamond gems still needed for completion of the level.

After completion of a stage there is an intermission screen during which, under a time limit, a scanner mine is guided onto a metamorphosis wall using the rocks provided. If completed, this gives an extra life.



This month Hewson have given us a strange ethereal shoot and collect game with weird graphics and tough gameplay. Presentation-wise, the game has the usual quality title screen/score table front end but this is backed by a superb piece of music complete with a distorted guitar sound. This simple introduction belies the fact that Netherworld **is good, entertaining stuff, with varied stages and plenty of colour. The 12 levels each have their own particular atmosphere: you get a distinct feeling that every screen is a world away from the previous one. The objectives are easily sussed, but the game itself still has a great deal with which to challenge any player, and there are enough levels to make continuing worthwhile. It's not the most astounding release ever, but it most certainly shouldn't be ignored.**



Last month, the cramped graphics and extreme difficulty of Marauder **were a disappointment, but** Netherworld **more than restores Hewson's great reputation for addictive shoot 'em ups. Dodging and weaving through walls and rocks while shooting the various aliens is fun enough in itself, but there's a lot more to this game than that. What with rushing around space in a frantic attempt to find all the diamonds within the time limit, desperately hoping to discover a time-giving hour glass, or hastily arranging rocks to deflect a mine onto a metamorphosis wall, there's never a second to relax. With action as compelling and fast-paced as this, you don't want to! The graphics are clear, detailed, and well animated, and the scrolling is very smooth; the title screen music is fantastic – a lively, very well composed piece which has some very sophisticated voices. This shoot 'em up/puzzle combination works brilliantly – even if it has overtones of** Boulder Dash **– and I fully recommend you try it.**



Hewson's latest release is really just a shoot and collect game, so what makes it stand out from the rest? The answer is that programmer Jukka Tapanimaki has taken a look at this type of game and written Netherworld **with an incredible amount of thought for the player. Everything is so well laid out and easy to get into. The scenario is very typical of the genre with not a lot to do apart from shoot aliens, move rocks and collect diamonds, but the game has a superb feel and atmosphere, aided to no small extent by the superb graphics and amazing Jori Olkkonen soundtrack. The action is not all mindless violence, since there is the bonus level which requires some careful thought (I haven't managed to suss it out yet!).** Netherworld **can make you forget the poor** Marauder **episode in Hewson's history and will have you glued to your 64 for hours.**

▼ Bonus points are abroad! Snap 'em up quick before they float off-screen



PRESENTATION 80%
Responsive controls and colourful title screens.

GRAPHICS 94%
Smooth multidirectional scroll, beautifully shaded, detailed sprites and backgrounds, and clever effects.

SOUND 90%
Classy title tune and refined spot effects.

HOOKABILITY 81%
Initially tricky steering is offset by easily accessible blasting.

LASTABILITY 82%
12 diverse levels over which the game's puzzle-solving aspect becomes as addictive as the fast shoot 'em up action.

OVERALL 87%
Rapid shoot 'em up and frantic puzzle solving combine to make *Netherworld* a very addictive game.

NINETEEN PART 1 – BOOT CAMP

Cascade, £9.99 cassette, £14.99 disk, joystick with keys



▲ A through-the-sights view of the action in the Target practice section

That predominantly instrumental record by Paul Hardcastle enjoyed weeks of success at the top of the charts in March, 1985. *Boot Camp* is the first part of an intended duo interpreting the single, and covers the gruelling events designed to make you real hard.

Up to four players can be recruited, their names entered and their draft numbers given by the computer before play begins: each player's progress is measured by their Co-ordination, Stamina, and Morale levels. The accuracy of target shooting, jeep driving, obstacle jumping, and unarmed combat moves determines the coordination rating, and stamina depends on how long you endure each training event. Morale is a measure of your overall performance.

The first event is the assault course, and involves climbing walls, swinging along monkey bars, leaping hurdles, and jumping rocks and ditches. It consists of eight separate courses with decreasing time limits, so your speed is vital to success. Obstacles are cleared by pressing fire to impose an indicator onto the last third of the meter, and timed by the release of the button. Points are awarded for obstacles cleared in three attempts or less, and a bonus is given for time remaining on completion of the course.

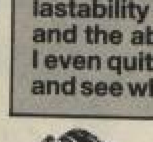
Two: aiming down your rifle sight, you have two and a half minutes to complete each of the eight ranges in the shooting event. A qualifying score, which increases with each range, has to be beaten to continue, with points ranging from 100 to 500 awarded for shooting soldiers, depending on which area of the body is hit. 1000 points are taken away if a woman, child or baby is shot.



Right from the outset, this seems to be taking the wrong concept from the original record. Paul Hardcastle's hit basically dealt with the trauma of the recruits during battle and after returning home, so why place the scenario in a boot camp? The only reason as far as I can see is to tap into the Combat School following without having the hassle of a licence that demanding. The presentation is poor to say the least, and hinders the gameplay on occasions. Particularly confusing are the shooting range and jeep test sections, where it is very hard to tell what is going on. The graphics are quite military in style and atmosphere and a respectable version of Nineteen the record plays from time to time, but these can't rescue the game from being a tedious experience from start to finish. I just hope that part two is more impressive.



I'm in disagreement with the other reviewers this month, since I enjoyed 19 very much. Ocean have made a clean sweep by gaining the licenses for Platoon and Combat School, but Cascade's interpretation of the Vietnam war has got off to a good start. It's not exactly the most relevant interpretation of the record, nor is it the definitive Combat School clone, but each event is playable and enjoyable, providing plenty of variety and challenge. The graphics attempt to produce the sombre look of Platoon and succeed to some small extent, but the interest lies more with the lastability – the combination of time limits, strenuous gameplay and the ability to choose any of the four events guarantees this. I even quite liked the music . . . Oh well – check it out for yourself and see which one of the three faces you see on this page fits . . .



Considering the age of the record, Nineteen has missed out on musical topicality, and no doubt is intended to cash in on the recent fad of films based on the Vietnam war. Boot Camp is very similar to Combat School, a point which is obvious even before playing, as three of the four events (Combat School has seven) are reworkings of Konami's army training sub-games. They aren't as good as those in Ocean's conversion – timing is awkward in the assault course, it's difficult to tell which part of the screen you're aiming at in the shooting range, and the unarmed combat is fairly boring. The rendition of Nineteen is tepid, which seems stupid, as this was supposedly the inspiration for the game. If you're still hungry after Combat School, Nineteen Part 1 – Boot Camp gives you some extra training.

Three: a jeep is driven down eight courses of decreasing time limits whilst avoiding obstacles. Hay bales, cones, tyres, and fences decrease your speed temporarily and increase the damage meter, which decreases your maximum speed. Rocks, logs, tree stumps and oil drums also increase your damage, and momentarily stop the vehicle. If the damage meter reaches its maximum level, the jeep is undrivable and the event ends.

Four: you can have your revenge against the loathed training instructor in the final training event: the subtle art of unarmed combat. Once again in eight rounds, but with an increasing time limit, four offensive moves are used to decrease the instructor's energy. Your energy has to be higher or equal to his when time runs out for you to win the bout.

At the end of each event, the players' ratings are displayed and an overall comment made (bit like a ZZAP! review, really!), from abysmal to exceptional. Recruit data can be saved for use in the next Vietnam game: *Nineteen Part 2 – Combat Zone.*

▼ Show the instructor what you're made of over the tortuous obstacle course



PRESENTATION 83%
Free 12-inch single and the training events can be played in any order, but gameplay is slightly awkward sometimes.

GRAPHICS 70%
Generally detailed, marred by an occasional blockiness.

SOUND 62%
Reasonable rendition of *19* instrumental, and occasionally good effects.

HOOKABILITY 69%
The control/gameplay in each stage puts you off the otherwise addictive format.

LASTABILITY 78%
Re-training is something you'll want to do often.

OVERALL 70%
An impressive *Combat School* clone; but there was some disagreement, so remember the old reviewer's adage and 'try before you buy'.



The storm has broken. MicroProse's latest title is here.

This high technology simulation of strategy and tactics is based on one of the most dramatic and detailed stories of modern warfare – Red Storm Rising, the international best-seller by Tom Clancy and his technical collaborator Larry Bond.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when the two super powers collide.

Standing between the Russian bear and global domination, you play a crucial role in the conflict. Missions take you to an astonishing variety of undersea environments, plunging you into challenging and exciting situations.

Prepare for action in this heart-pounding simulation. Available for Commodore 64/128 Cassette £14.95, Disk £19.95.

MICRO PROSE

SIMULATION • SOFTWARE

RED STORM RISING by Tom Clancy © 1986 by Jack Ryan Enterprises Ltd and Larry Bond.

Please send ______ Copies of Red Storm Rising C64 Cassette ______ Disk ______

Name (block capitals) ______ Address ______

______ Post Code ______

I enclose £ ______ including 55p P+P. Cheques payable to MicroProse Software Ltd. ______

or debit my Access/Visa card. Expiry date ______ No. ______

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

ZZAP! TEST

THE PRESIDENT IS MISSING

Microprose/Cosmi, £12.95 disk, joystick with keys

A summit conference taking place in the summer of 1996 has been cut short by startling events. On June 6th, a confidential meeting was to convene in Liechtenstein, during which negotiations were to take place between European heads of state and Robert J Matton, the president of the USA.

Soon after the meeting began, though, a trio of helicopters approached the meeting's location, and were given clearance to approach. As they neared the building, a salvo of rockets was launched at the conference hall releasing knockout gas, which incapacitated ground forces and left the VIPs unprotected.

In the melée, the three helicopters were able to kidnap all the heads of state, and head out of the area, leaving a number of stupefied security forces to discover that their leaders had gone, among them, President Matton . . .

The central computer of the Counter Terrorist branch of the CIA is simulated in *The President Is Missing*, and you are a special investigator. The game is played via four menus, accessed by their command names of *Files*, *Agent*, *Codes*, and *Comms* (communications). These commands, and other necessary text, are entered in a work area at the bottom of the computer screen, via the



▲ A meeting at the White House: could one of these men be behind the kidnapping?

keyboard. At the top is a message window, displaying information as it is received, and a status line giving the current date, time, and case name. Indicators flash when information from the State department, a field agent, or general Bulletin source is available, and this is received by the press of a key. These display areas are often overlayed with menus needed to gain information to aid your enquiries.

Information is first found using the Files menu. Suspect data is held under *Subject*, and accessing this gives a list of 38 people. The name, status, place and date of birth, and personal details of each person is given, with a digitised photo and history of their education, career, and military background. *Photographic* pictures have matching information, and can be examined in detail with a magnify function. *Document* allows viewing of information concerning the events on that fateful June 6th, and *Records* gives useful miscellaneous data. *Case files* loads and saves clues from and to your disk. *Reports* and *Confidential* give perusal of Secret Service agent reports and confidential coded files, needing special clearance, respectively.

An encoded piece of received information can be decoded, to varying degrees of success, by the CAD (Cryptographic Analysis and



M.E

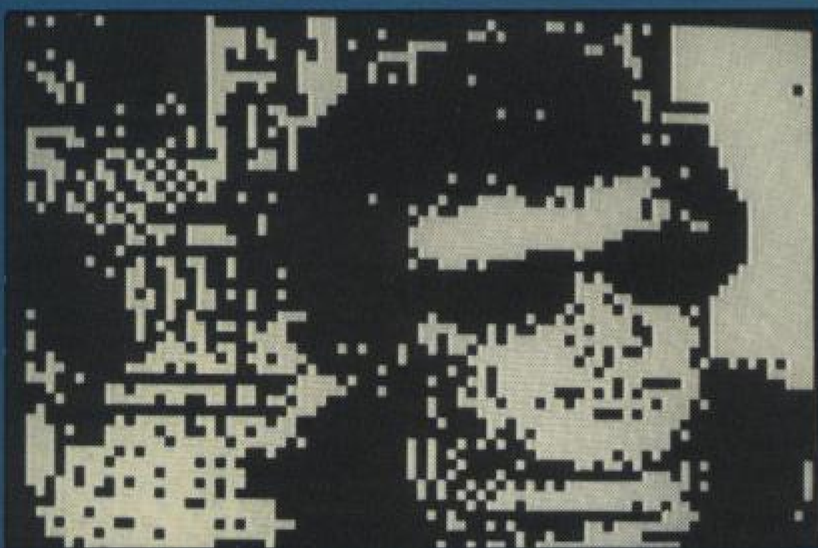
Interactive menu games always seem to be about spying or other covert operations, and The President Is Missing **also fits under this banner. It's very well produced and executed, with outstanding presentation and abundant content; where it falls down, however, is that it gets so wrapped up in its subject matter that there is little to grab the attention of the casual strategist. One example of an interactive role-player that worked extremely well was** The Fourth Protocol, **mainly because it kept the information and clues coming at close enough intervals to keep you interested, whereas** TPIM **just throws you in at the deep end with a bulging file of confusing information. It all seems to lean towards the adventure side of things, and should only be attempted by those who have a lot of time on their hands and *lots* of patience.**

▼ The scene of the crime: the Rotes House, Liechtenstein





My powers of detection never got much further than Scooby Doo and Columbo, so it was about time I developed my skills! Luckily, The President Is Missing **gives plenty of scope for deductive thinking, though that is quite an understatement, as the amount of information to sift through is enormous. Beginning with the 38 suspects, a lot has to be absorbed, then you have to go straight on to the abduction report, records, and examination of the photographic evidence. You expect comprehensive instructions to accompany both Microprose and Cosmi products, but this time they have excelled themselves – the audio cassette is a great idea and adds a very effective atmosphere to the proceedings. Any disk drive user can give himself a thorough mental workout with a copy of** The President Is Missing**.**



▲ The close-up facility allows detailed identification of suspects. Who is this sinister terrorist?



▼ Perhaps this Police victim's identity could be useful . . .



The style in which this game is played immediately reminded me of Cosmi's thought-provoking Chernobyl**, and like that game** The President is Missing **has a strange form of playability which just grows on you, and as I sat at the game I just found myself becoming more and more engrossed in the Machiavellian thrill of espionage. The game's presentation is pretty much flawless, all the information being about as fast and easy to access as possible, and the typing in of commands gives you the feeling that you're operating a real security data terminal. The packaging is equally well-accomplished, with loads of clue-ridden secret documents and an interesting cassette of reports and conversations. There's certainly plenty here to assure any investigators with disk drives of a few long nights.**

Deciphering) section of the CIA, from the *Codes* menu. the investigator can attempt decoding him or herself by entering code with a variable deciphering parameter, but intelligence and ingenuity is evidence is gathered, a suspect can be detained and questioned by the State Department, or a building searched by them, with the two options under the *Comms* menu.

Many clues can be found on a 30 minute audio cassette, given as needed to reap rewards.

Once, through investigation, part of the game packaging. This contains the sounds of TV/radio reports, morse code messages, the President at the kidnappers hideout, phone taps, police evidence, and more. You can only hope it will help your cause, since the alternative is political chaos.

▼ The President sends a message from captivity



NB: DISK VERSION ONLY.

A CASSETTE VERSION HAS BEEN ANNOUNCED AND WILL BE RATED SEPARATELY WHEN RELEASED.

PRESENTATION 97%
Near faultless. Detailed instructions and documents, audio cassette, neat screen layout, and essential save/load option.

GRAPHICS 60%
The digitised picture lacks detail, but graphics are generally functional.

SOUND 3%
A few in-game beeps – but who needs sound when the gameplay is as good as this . . . And no, we don't count the audio tape in this section – so no letters, OK?

HOOKABILITY 64%
Difficult to begin with, due to the amount of thought needed for progression.

LASTABILITY 91%
Once familiarity with the system is gained, weeks of investigating lie ahead.

OVERALL 83%
A must for anyone with an enquiring mind (and a disk drive).

MICKEY MOUSE

Gremlin, £9.99 cassette, £14.99 disk, joystick with keys, but not mouse (hee hee)

The squeaky-clean (and squeaky-voiced) rodent of celluloid stardom is mixed up in a thoroughly magical adventure, which all began when the wicked witches of the north, south, east and west stole sorcerer Merlin's magic wand. The toadying old hags have handed the wand over to the King of the Ogres, who has fragmented it and placed each of the four pieces in their care.

The witches have now moved into the penthouse suites in the four lofty towers of Disney Castle and are preparing to use the wand's power to rule Disneyland. They have also stolen some of Merlin's magic water which they are using to create ghosts, ogres and skeletons to populate and defend the castle from do-gooding, rodent movie stars like Mickey.

Only one bottle of water remains, and Merlin has given it to Mickey for use as ammunition in an enchanted water pistol which exorcises ghosts. Not all the evils inhabiting the towers will succumb to a squirt, but those that don't are usually easy to despatch with a wallop from Mickey's alternative weapon - the rubber mallet. If the ghosts get to Mickey first, though, they steal some of his precious water, and when all the water is gone, his adventure is over.

Thumping these malevolent manifestations frequently produces a vial of liquid which, as well as replenishing the water supply, endows Mickey with a temporary special ability such as extra speed or a monster shield. Alternatively, a whacked ghost may leave a key to one of the doors which lead off certain levels of the tower. Behind these doors are four sub-games which, if completed successfully, reward Mickey with the means to nail shut that door, and stop monsters coming through it.

In the Puddle Maze, Mickey negotiates a 16-screen ogre-filled labyrinth, searching for the wood, nails and hammer which will seal the exit. The Bubble Machine has him standing on a moving platform and throwing hammers at bubbles of magic water which emerge from a pipe at the bottom of the screen. The Pump Room game pits Mickey against a monster who is trying to burst a pipe full of magic water, drops of which turn into small, troublesome monsters when they hit the ground. Mickey has to plug up the holes in the pipe with corks; when there are no more leaks, he can clobber the beast. The last sub-game takes place in a room with four dripping taps, all of which must be turned off. Mickey travels about on moving platforms, and must avoid a roaming ghost who stuns on contact.

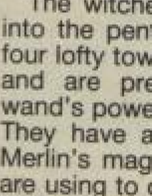
When Mickey has boarded up all the doors in the tower he gains a fragment of wand and moves on to the next, taller tower. When all four pieces have been collected, Mickey must confront the Ogre King. Armed with nothing but a water pistol, it isn't going to be easy!



I honestly thought Gremlin had wasted their money with such an inane product as Mickey Mouse. **Then I saw the Spectrum version get a CRASH Smash and, now I've played the Commodore conversion, I'm pleasantly surprised. A very well-drawn, almost cartoon-quality, loading picture is just a taster of the graphics in the game itself. Both backgrounds and sprites are of high standard, and the ghosts, ogres and Hedleys have a humorous character of their own. The four sub-games within the central tower theme add depth to the gameplay - in fact, far from being a children's game,** Mickey Mouse **is a challenge to any player. The awful droning rendition of** The Sorceror's Apprentice **is enough to make you feel ill, but with the jolly sound effects instead,** Mickey Mouse **is a fun alternative to bombing and blasting.**



Hardened gamers, don't let the Mickey Mouse **title and the cutesy graphics put you off this game. During my first half hour I had easily beaten the first of the four towers and was ready to say that this was probably only suitable for younger players. After taking on the second tower, doubts began to creep in, as the bubbles in the bubble rooms got faster, more ogres suddenly appeared and my water level began to drop a little more quickly! The game's major downfall is that there is so little variation - just squirt or mallet the monsters until a key appears, then enter one of four (phew, four!) sub-games.** Mickey Mouse **is a very** nice **game, but if you're thinking of shelling out for it, try to take a look first.**

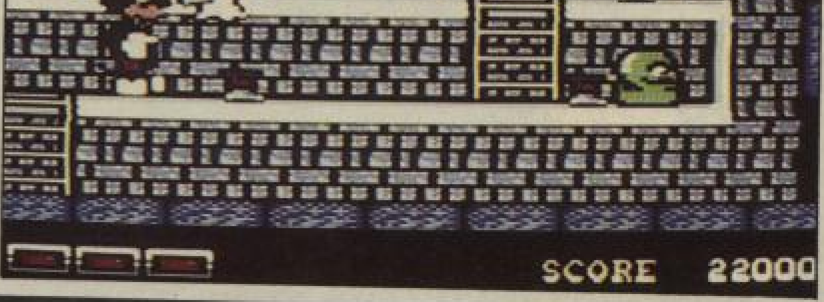


Cutesy Mickey with his silly face has translated well into machine code - his sprite bears a strong resemblance to his silver-screen self. The enchanted Disney Castle is populated by an odd bunch of ghastly characters, but they're all likable – despite their energy-sapping qualities! The puddle maze is a simplified variation of Gauntlet, but interesting nonetheless, as are the other classic coin-op inspired sub-games. The only real disappointment is the sound – words cannot describe how grating the music is – you'll be reaching for the volume control in seconds! By contrast, the sound effects are good, including a convincing 'pop' when a soap bubble bursts. As harmless dodge and shoot fun, Mickey Mouse **fulfils its licence nicely.**

▼ **Gremlin make the Mickey.**



▼ **Mickey scales the platforms, avoiding the unswerving attentions of the Ogre King's henchthings.**



PRESENTATION 66%
Attractive title screen and music/FX option. Minimal use of keyboard does not detract from gameplay.

GRAPHICS 71%
Smart, smooth and colourful sprites complement nicely drawn backdrops, although they're a bit bland sometimes . . .

SOUND 52%
Discordant rendition of the *Sorcerer's Apprentice* theme from *Fantasia*, but sound effects are much better.

HOOKABILITY 71%
Smart graphics and unusual action make it easy to get well into the game.

LASTABILITY 66%
Just too little variety over only four levels makes play ultimately unrewarding.

OVERALL 72%
An interesting arcade adventure which should provide reasonable entertainment for all ages.


Move over BROTHERS!!! Make way for ...
The Great Giana Sisters™
Where one famous double act stopped short, another begins, Headbutts and demons, platforms and pits – all delivered with a glamour and style that neatly disguises the cunning tricks and tantilising terrors of a couple of wild cats.
"This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous."
Zzap Gold Medal.
"Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I found the Giana Sisters as compulsive."
C + VG.
Screen shots from Amiga version.
A TERRIBLE TWOSOME WHO'LL STOP AT NOTHING TO SEND YOU OUT OF YOUR MIND
CBM 64/128 – £9.99t, £11.99d
Amstrad – £9.99t, £14.99d
Spectrum – £8.99t, +3 £11.99d
Atari ST – £19.99d
Amiga – £24.99d
Rainbow Arts
GO! Media Holdings Ltd., a division of U.S. Gold Ltd.
Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

PLAYING CHICKEN

THE TACKY 'CHUCKIE EGG' SPECIAL



ZZAP! CHALLENGE

Pah! The response to my call for a champion to defeat Lard-Ass Houghton has been pathetic! There must be millions of snivelling wimps out there, all of whom could take on this walking EEC butter mountain and thrash him into the ground. I was still on a high after last month's combination of victory and the sweet essences of chlorine from my favourite flagon of refined liquid Flash. This put me in a confident mood to thrash the hide out of the Big Ego . . .

The spineless wonder who's engaging in this month's Houghton-crushing session is none other than Warren 'Elizabeth' Lapworth; he hails from Northfield in Brummyland, and wields a mighty Atari old-style joystick. I have high hopes for him, despite his kinky predilection for purple shirts, Millets trousers and fresh fish from Gateway (not all at once, however). He takes four sugars in his tea and favours Dropzone, Bruce Lee, Spindizzy **and** Ghosts 'n' Goblins. **On the day chosen, however, he opted for A 'n' F Software's** Chuckie Egg, **a game of ancient repute but paltry interest to most hardened gamesplayers. How the repulsive little squirt fared is something you pathetic humanoids will have to discover for yourselves . . .**

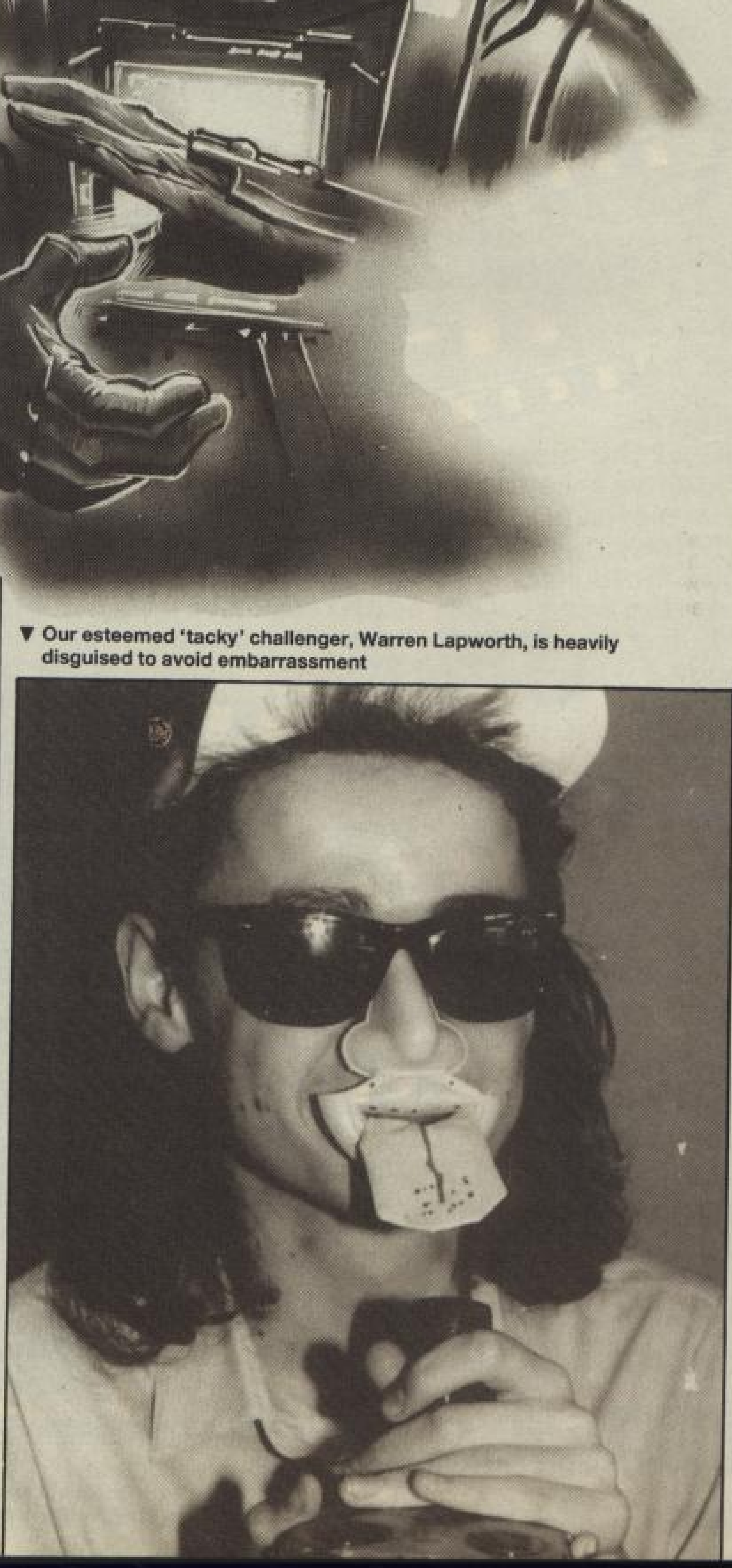
My Challenger arrived heavily disguised 'to avoid embarrassment' should his face be recognised. His distressing clothes were met with much laughter and derision from the ZZAP! chumps, whose own dress sense would make a baboon look like Man at C&A.

The oafish ZZAP! loafers were awarded further amusement as Warren took his seat before his monitor only to discover after extensive rummaging in his satchel, that 'Sandy' (his faithful Atari joystick) had been left at home! Mighty Angragalja! As you can imagine, my hopes for the final overpowering of Big H began to slip inexorably, like a Robot Battle Whale into the jaws of the Terrible Sea Maggot of Sirius B22. Would this man's ineptitude extend to his game-playing ability? Suddenly wracked with angst, I grabbed Glancey's hand and started chewing on his finger nails. Ignoring the tea-pixie's cries for mercy, I bid him fetch my challenger a new joystick to replace Sandy, and I settled down to witness the events to come, trying desperately to reduce the interference level in my anticipation circuits.

Nursing his hand in his odious armpit, Glancey finally returns clutching a Cruiser Clear stick, and after a perfunctory nod of approval from Warren, loathsome wobble-bottom Houghton lumbers over to take his place at the monitor.

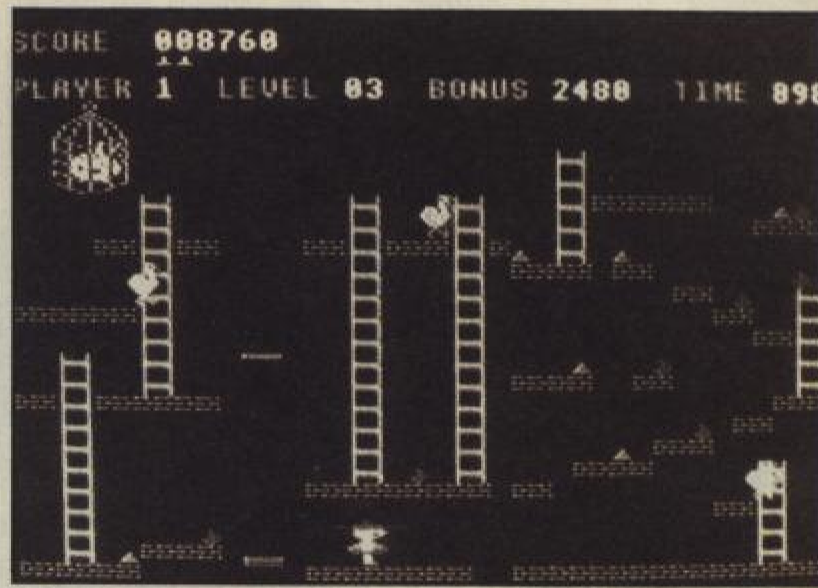
I inform the players that three games lasting ten of your Earth-minutes are to be played, over three of **Chuckie Egg**'s speed settings. This announcement is greeted by wails of displeasure from Warren's end of the desk. Apparently, if he plays the game at

▼ Our esteemed 'tacky' challenger, Warren Lapworth, is heavily disguised to avoid embarrassment





▲ The hopeless fool glances over at the Lard Mountain in despair as Glancey sniggers repulsively



▲ The 'tacky' game itself (for those non-OAPs who don't remember it)

any speed higher than level two, his shirt will have a cardiac arrest. What kind of feeble excuse is that? This man could almost be a reviewer! Of course, I want to relieve him of such tensions – so with a slight prod of my secondary electrode, I induce a fatal heart attack in his shirt! HA! That put a stop to his whimpering!

Such distractions were becoming tedious though, and I ordered the players to be silent and prepare to collect eggs! 'Start the clock,' I bellowed into time-keeper Paul's voluminous aural cavity – and so the first round began, with the speed set on level three.

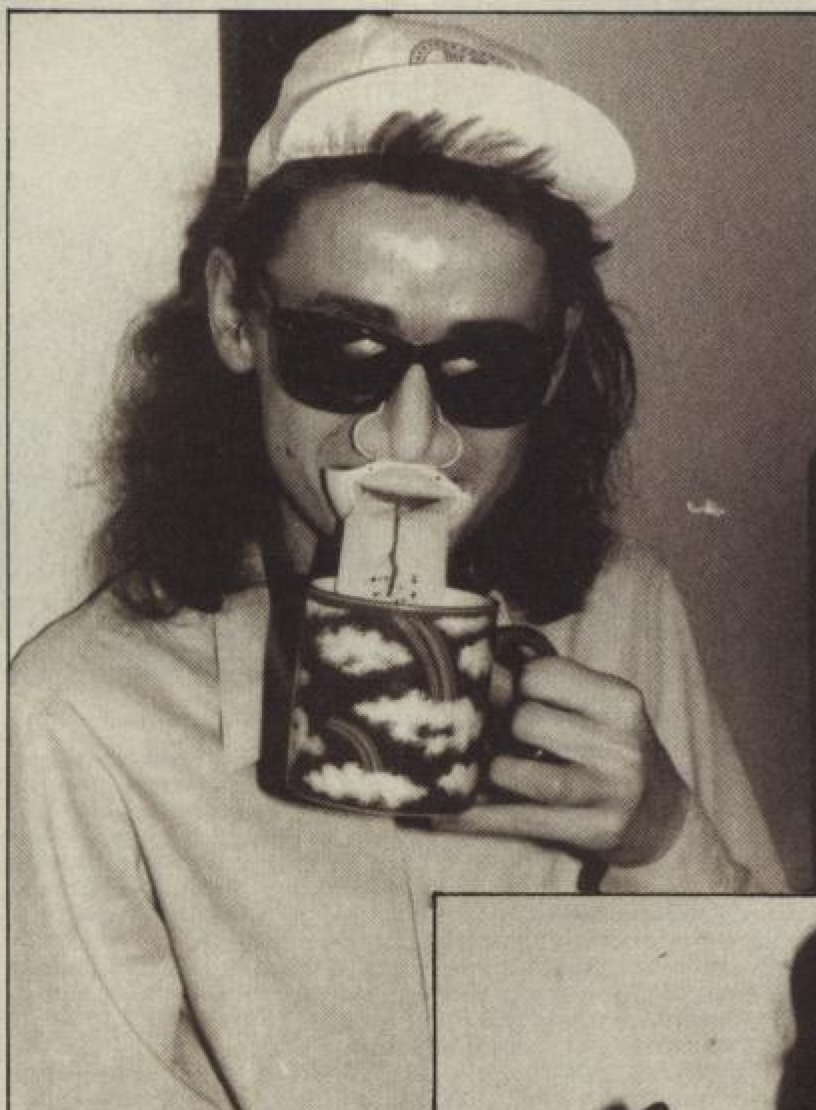
After mere minutes my angst gauge began doing flip-flops, as my worst fears concerning Lizzie Lapworth's competence were realised! Right from level one the Fat Man takes the lead, rushing about the egg-filled platforms in the hen house with the accomplished air of a cholestorol fan who likes his omelettes big! So practised is the dangle-bellied goon at this game, that he seems to know exactly where the deadly chickens are going to step next! Could his bestial brain have established some kind of intimate insight into the ways of chickens?

Luckily Warren has the wherewithal to keep a full complement of lives up to level three, but by that time Gordon is way ahead, with most of level four's eggs packed into his sprite's similarly rotund stomach. To make matters worse, Wally Lapworth ends up going the wrong way down a ladder and gets trapped by a chicken which relieves him of one of his lives! AAARGH! The pain is only slightly relieved by Chubby's subsequent brush with a chicken which also reduces his lives count slightly.

Play continues in an uneventful vein until the four minute mark, by which time Porky has collected half of level five's complement of eggs, while Wally Lapworth is still floundering around on level four!

After what seems like an age, Warren manages to get to the next screen, and commemorates the occasion by losing a life! Mistimed leaps quickly become the order of the day on his monitor, and he continues his fatal falling down antics in screen six, until he is left with only three lives on level six. While Houghton takes delivery of eggs by the gross, Warren's jumping inability leaves him on the

▼ Lapworth laps up some refreshment inbetween humiliating defeats.



wrong side of an encroaching chicken who plays fowl and robs him of one more life.

At eight minutes, my doltish Challenger goes to pieces and rapidly loses both remaining lives. The festering bag of pus, meanwhile, is keen to continue when he knows he has won, and, cheered on by the ZZAP! louts, he uses the remaining two minutes to romp forward to level nine. As the klaxon sounds, the scores are noted: Warren – 38,340 points; Houghton – 81,900 points. May the Gods of Melkhi's Moons help me!

Keen to sustain his euphoria, Fatso and his loud-mouthed entourage push my challenger to start on the next round almost immediately. I am eager to give this witless fool some chance of success, and so make sure the skill levels are set to the slowest speed before the game begins. This pleases Warren who starts making Brummy coo-ing noises, while Gordon settles for his usual editorial flatulence.

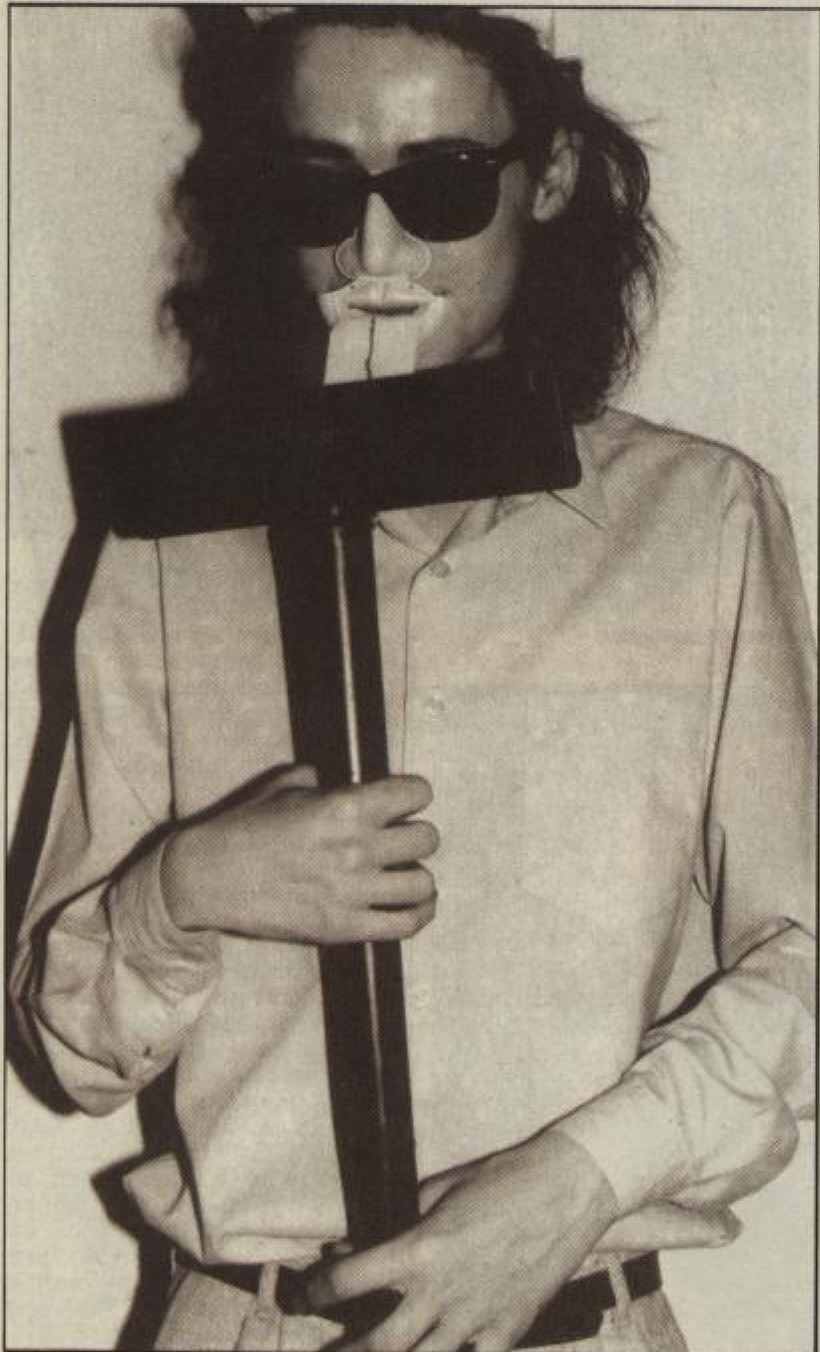
The game begins, and Warren seems to be playing a lot more cautiously now, taking slower routes to the eggs to avoid the attentions of the patrolling chickens. Gordon, on the other hand, rushes straight into his favourite egg-collecting routine, using his inside knowledge of the chickens' habits to save time on the bonus points countdown.

Play progresses to level two, with Gaudy Gordo in the lead. Warren is eager to make up for his inadequacies, though. In fact, so keen is he to get off a lift, that he steps into space and ends up plummeting to his doom. And just in case I missed it the first time, the imbecile repeats the trick and loses another life! His mind is obviously wandering, as he gets his onscreen counterpart to pace back and forth along a platform while waiting for a lift to appear,

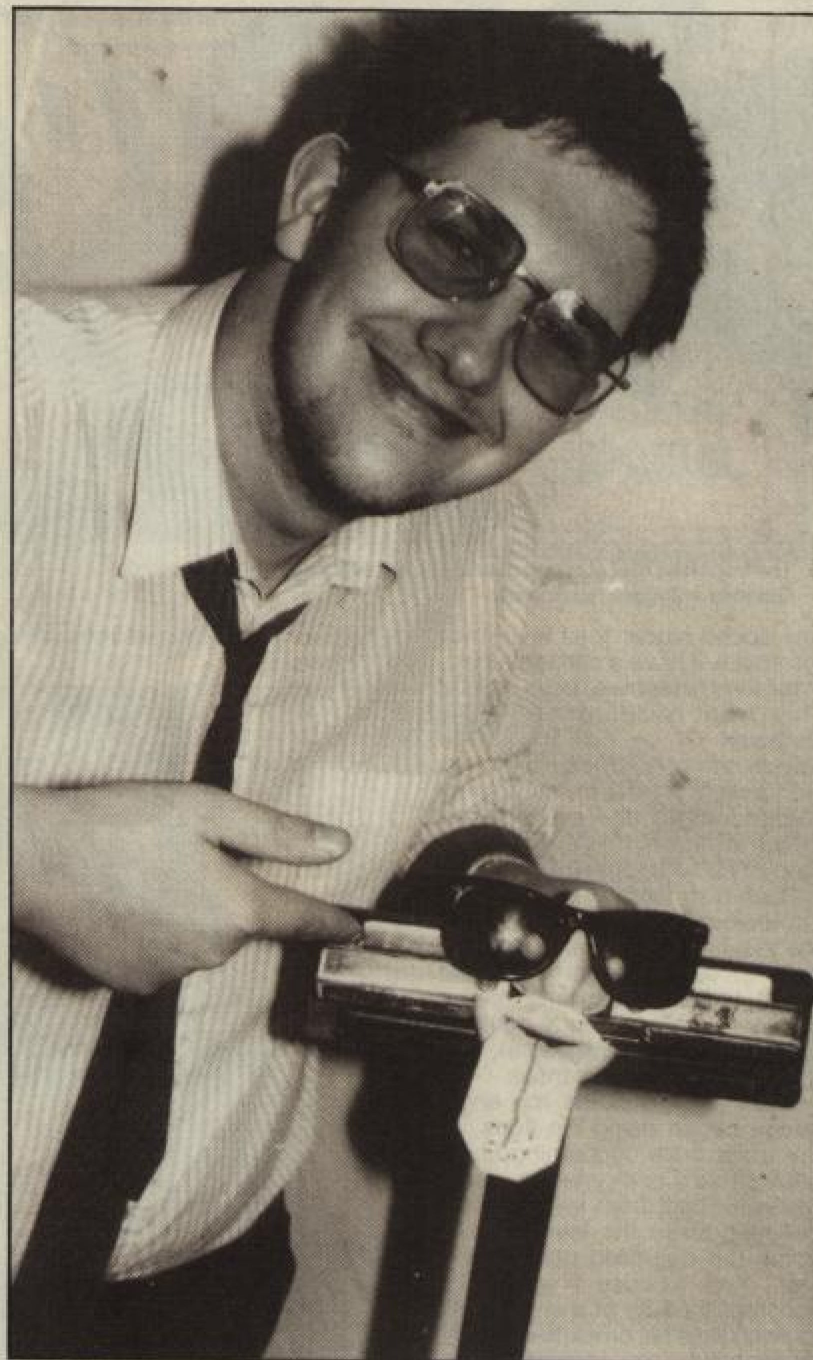
▼ As punishment the vanquished is ordered to clean up the offensively filthy ZZAP! office



▶



▲ However, his slobbering tongue gets too close to the suction pipe . . .



▲ . . . and he is sucked in

then finds himself at the wrong end of the platform and can only watch as the lift sails past. What is he DOING!?

Just before four minutes are up, Gordo once more finds himself a level and a half ahead, and Warren finds himself talking to the chickens. Unsurprisingly, Warren loses two more lives during the next two levels, one in a spectacular incident when he is sandwiched by two birds on level five. The sound of Tubby's almost immediate loss of life is little consolation, but glancing over to his monitor, I discover that I have been too engrossed in my Challenger's progress, and Houghton has only one life remaining! HAHAHAAAA!!! There is hope yet!

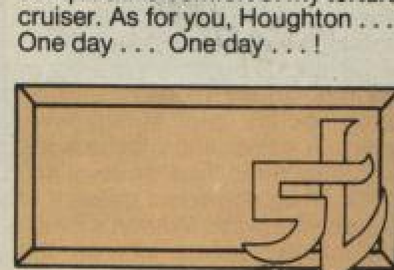
The fateful moment arrives with eight minutes and 42 seconds on the clock. A scream from the ZZAP! end of the desk notifies me of the end of fat Ed's game, at level seven with the score at 48,760 – a puny score which my challenger should surely top (shouldn't he?).

Alas, I am proved wrong . . . At just over 46,000 with a life left, Warren looks set to topple Gordon's score easily, but time has been running out, and I cannot help the scrawny weed – my temporal warp field generator is in for a re-spray! The klaxon finally sounds and I tentatively check the score . . . AAARGH! Only 47,680 points. I am wracked by spasms of despair, but fortunately I am able to control things with a snort of Ajax.

The third game is played for the sake of ritual, and I command the speed to be set to level 6. Winning the challenge is now impossible, but I want to humiliate Fatso as much as possible, and I'm sure that his podgy digits would never be able to cope with the speed required.

I stagger back aghast, though, as I am once again proved wrong! Far from being overpowered by the pace, the Lancashire Lardy Cake positively revels in it. As Warren ends his game after only four minutes with a score of 14,750, Gordon starts showing off, and passes level eight to go on to the giant chicken levels, beating four of them before time is up! Who does this overweight jerk think he is to tweak my olfactory edifice with such relish?

I waste no time in taking Lapworth aside, and castigate him severely before retiring to the comparative comfort of my torture cruiser. As for you, Houghton . . . One day . . . One day . . . !



THE ZZAP! CHALLENGE,
ZZAP! TOWERS,
PO BOX 10, LUDLOW,
SHROPSHIRE, SY8 1DB.

I'M HARD ENOUGH TO ENTER THE ZZAP! CHALLENGE

GAME	SCORE	LEVEL REACHED

I PROMISE THESE SCORES ARE GENUINE. SIGNED ....

NAME ....

ADDRESS ....

....

TELEPHONE NUMBER ....



720° (US Gold)
422,500 David Mason, Cottonfields, Stafford
386,850 Gary Woodhouse, Barrow-in-Furness, Cumbria
378,100 Ainsley Fernando, Barnehurst, Kent

ARKANOID II – REVENGE OF DOH (Imagine)
247,550 Bret Crossley, Leeds, W Yorks
152,920 Babak Fakhamzadeh, Delft, Holland
141,790 Petre Sebastien, Bons en Chablais, France

BEAT IT (Mastertronic)
778,535 Stuart Scattergood, Deeside, Clwyd
634,425 Dean James, W Bromwich, W Mids
446,095 Anthony Byng, Bromsgrove, Worcs

BANGKOK KNIGHTS (System 3)
69,247 Faisal Hamid, Perth, Scotland
57,300 Steven Packer, Chelmsford, Essex
41,600 Gregory Jolley, Edmonton, London

BARBARIAN (Palace Software)
452,200 Martin Kelsey, Dore, Sheffield
334,500 Kriss, Northolt, Middx
298,600 Mark Woodison, Feltham, Middx

BATTLE VALLEY (Rack-It)
1,986,700 Marc Spence, Leeds, W Yorks
802,300 A J Beamish, St Austell, Cornwall
791,800 Martin Lear, Huddersfield, W Yorks

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
6,010,500 Mark Brew, Wokingham, Berks
5,952,430 Jake E, W Bromwich, W Mids

BUGGY BOY (Elite)
121,400 Jake E, W Bromwich, W Mids
120,340 Jonathan Peasnell, Parklands, Northampton
119,510 Jake E, West Bromwich, W Mids

COMBAT SCHOOL
325,980 Mark (The Carcus), Swindon, Wilts
304,020 Nick Frere, Doncaster, S Yorks
302,060 Paul Inman, Yardley, Birmingham

COSMIC CAUSEWAY (Gremlin Graphics)
887,460 Gavan Flower, Werribee, Australia
550,673 Ian Kay, Enfield, Middx
510,601 Stef Spikker, Deventer, Holland

CYBERNOID (Hewson)
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece
63,975 Jason Goodchild, Tattershall, Lincs

DRILLER (Incentive)
1,843,330 Kudly Bix, York, N Yorks
1,214,840 Richard Pembridge, Wirral, Merseyside
1,168,200 John Back, Bethnal Green, London

GAUNTLET II (US Gold)
Thor
12,761,453 Ged Keaveney, Huddersfield, W Yorks
10,100,476 Martin Lear, Huddersfield, W Yorks
7,511,439 Adam Ruckwood, Halesowen, W Mids

Merlin
24,863,449 Ged Keaveney, Huddersfield, W Yorks
19,201,100 Martin Lear, Huddersfield, W Yorks
13,783,472 Adam Ruckwood, Halesowen, W Mids

Thyra
11,296,318 Ged Keaveney, Huddersfield, W Yorks
4,202,401 Martin Lear, Huddersfield, W Yorks
3,343,222 P Hedley & J Lister, Newcastle upon Tyne

Questor
9,817,642 Ged Keaveney, Huddersfield, W Yorks
7,062,517 Martin Lear, Huddersfield, W Yorks
3,601,448 Small Paul, COP, Newcastle upon Tyne

GRYZOR (Ocean)
769,100 Neil Robinson, Leeds, W Yorks
745,700 Lee Ellershaw, Blackpool, Lancs
289,605 Patrick Finch, Penwortham, Preston

GUNSHIP (Microprose)
315,130 Glenn Archer, Mt Evelyn, Australia
302,390 Paul Griffiths, Llandudno, N Wales
301,980 Nick Frere, Doncaster, S Yorks

HUNTER'S MOON (Thalamus)
618,450 Lee Laurenson, Lerwick, Shetland
472,150 Zsuzui Bettison, Sutton-in-Ashfield, Notts
227,375 Matthew Upton, Elmley Castle, Worcs.

IKARI WARRIORS (Elite)
356,100 Nick Frere, Doncaster, S Yorks
336,500 Graham Jones, Shrewsbury, Shropshire
331,000 L Woodhams, Redditch, Worcs

IMPOSSIBLE MISSION II (US Gold)
104,000 Lee Smith, Southampton, Hampshire
92,700 Malcolm Shazell, Plymouth, Devon
91,700 Patrick Oliver, Moseley, Birmingham

INTERNATIONAL KARATE + (System 3)
473,100 Terry Boudram, Colindale, London
441,000 Stephen Cargill, Upminster, Essex
332,000 Wayne Chapman, Stoke Ferry, Norfolk

IO (Rainbird)
365,550 Elvis Patel, Leamington Spa, Warwicks
349,960 Bret Crossley, Leeds, W Yorks
299,200 Justin May, Crawley, W Sussex

MEGA APOCALYPSE (Martech)
187,940 Mark Brew, Wokingham, Berks
187,620 Peter Clarke, Hartlepool, Cleveland
180,620 Julian Brown, Chelmsford, Essex

MORPHEUS (Rainbird)
1,321,485 Richard Pembridge, Wirral, Merseyside
1,202,241 Ian Brown, Warners Bay, Australia
628,463 Per Hoffmann, Vordingborg, Denmark

NEBULUS (Hewson)
151,885 Daniel Carroll, New Malden, Surrey
135,010 Damon Cleall, Harlow, Essex
133,815 Michael Garnett, Hatfield, Herts

OUT RUN (US Gold)
87,720,606 Julian Hare, Hampton, Middx
83,246,590 Martin Lear, Huddersfield, W Yorks
66,721,401 Duncan Pake, Guildford, Surrey

PAC-LAND (Quicksilva)
614,990 Jake E, West Bromwich, West Mids
230,410 Alan Chung, Tavistock, Devon
198,670 Jonathan Condon, Poole, Dorset

PLATOON (Ocean)
1,004,600 Michael Aubert, Exeter, Devon
997,000 Adi Drumble, Peckham, London
939,600 Andrew Davison, Claverley, Wolverhampton

QUEDEX (Thalamus)
999 Steve Pratt, Leighton Buzzard, Beds
949 Martin Huisent, Numansdorf, Holland
935 Jon Cook, York, N Yorks

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
2,470,584 Marc Hodge, Selby, N Yorks
1,853,213 Haythem Al-Kishtaini, Wollaton, Nottingham

ROLLING THUNDER (US Gold)
749,410 Ioan Pritchard, Powys, Wales
730,520 Kelvin Clegg, Hayle, Cornwall
324,640 Tobias Olafsson, Ockero, Sweden

SAMURAI WARRIOR (Firebird)
472 Bret Crossley, Leeds, W Yorks
286 Steve Lee, Guildford, Surrey
138 Aquil Uddin, Crystal Palace, London

SKATE ROCK SIMULATOR (Mastertronic)
326,380 Brian Hambley, Prescot, Merseyside
294,270 Martin Lear, Huddersfield, W Yorks
288,430 Justin Cole, Huddersfield, W Yorks

SLAMBALL (Americana)
15,943,250 Dean Betts, Edenbridge, Kent
11,078,440 G Leslie, Berwick upon Tweed, Northumberland
9,162,570 Gavin Burnett, Westhill, Inverness

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
586,000 Matthew Viveash, Chinnor, Oxon

SPORE (Mastertronic)
955,460 Terry Redfern, Buxton, Derbys
947,875 Matthew Cundy, Tavistock, Devon
940,300 Neil White, Craigentinny, Edinburgh

STAR PAWS (Software Projects)
647,226 Matthew Smith, Warrington, Cheshire
641,592 K Daniels, Northolt, Middx
624,567 G Woodhouse, Barrow-in-Furness, Cumbria

TARGET RENEGADE (Imagine)
436,700 Bret Crossley, Leeds, W Yorks
282,900 Marcos Morel, Whetstone, London
253,976 Patrick Finch, Penwortham, Preston

TETRIS (Mirrorsoft)
78,986 Stuart Scattergood, Deeside, Clwyd
28,820 Michael Reineke, Lüdinghausen, W Germany
22,645 Remco Van Dijk, Netherlands

THING BOUNCES BACK (Gremlin Graphics)
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids
1,877,555 Casey Gallacher, Swallowfield

THUNDERCATS (Elite)
1,450,700 Matthew Smith, Warrington, Cheshire
286,850 Paul Inman, Yardley, Birmingham
194,100 Steve Lee, Guildford, Surrey

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

TRAZ (Cascade)
176,470 John Glynn, Newcastle, Staffs
60,000 Steve Lee, Guildford, Surrey
23,650 Kudly Bix, York, N Yorks

VOIDRUNNER (Mastertronic)
6,492,260 Richard Hawkins, Woking, Surrey
6,253,825 Grant Bannister, Luton, Beds
5,997,326 D Rice, Southgate, London

ZENJI (Firebird)
33,150 Owen Gorman, Cas Hebbyney, Co Monaghan
29,805 Julian Rignall, ZZAP! Towers
28,820 Michael Reineke, Lüdinghausen, W Germany

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
397,950 Marios Stylianides, London, SW16
197,800 Ioan Pritchard, Powys, Wales

ZYNAPS (Hewson)
248,500 Torban Bennett, Freemantle, Australia
216,440 Erik Sandberg, Gävle, Sweden
212,400 Jonathon Day, Gosport, Hants

OFFICIAL

Advanced Dungeons & Dragons®

COMPUTER PRODUCT





In the mystical world of Krynn an epic battle rages between the forces of good and evil. Eight brave companions enter the treacherous ruins of the temple of Xak Tsaroth seeking the precious Disks of Mishakal – the only end to this infernal struggle. Draconian monsters, skeletal undead, powerful magic and countless other terrors face the adventurers but the way is barred by the ancient black dragon, Khisanth. Find the key to destroy Khisanth or you are doomed to failure.

HEROES OF THE LANCE

ARCADE ACTION

CBM 64/128
£9.99c, £14.99d
SPECTRUM 48/128
£9.99c, +3 £14.99d
AMSTRAD
£9.99c, £14.99d
IBM PC & COMPATIBLES
£24.99d
AMIGA £24.99d · ATARI ST £24.99d



The fabled city of Phlan has been overrun by monsters – your quest: discover the identity of this evil force. No detail is missed, 6 player characters; non player characters; the Adventurers' Journal packed with history, maps and clues, and the Translation Wheel. The gameplay is exhilarating and the graphics state-of-the-art portrait displays, 3D-perspective, tactical combat display and personalised weapons: the ultimate breakthrough in fantasy role playing computer games.

CBM 64/128 £9.99c £14.99d
AMIGA £24.99d · ATARI ST £24.99d
IBM PC & COMPATIBLES £24.99d

POOL OF RADIANCE

FANTASY ROLE PLAYING

U.S. GOLD

SSI STRATEGIC SIMULATIONS INC ™

U.S.Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

ZZUPERSTORE

Whether top games software, high-tech joysticks or designer T-Shirts and caps or just simply dustprotective keyboard covers and ZZAP collecting binders, there is everything you couldn't be without. Remember, the incredibly low prices include VAT and postage & packing.



Either you've got the grottiest looking keyboard this side of FRACTALUS, or else you've just purchased a spiffing new one, in any case, you'll want to hide it from recriminating eyes or protect it from dust, coffee, biscuit crumbs, pixel dandruff . . . choose from some super quality covers made specially for your keyboard – chunky fudge style 64, super-slim modern 64C or 128.
CBM 64 KEYBOARD COVER
OFFER 5.00,Z007K
CBM 64C KEYBOARD COVER
OFFER 5.50,Z008K
CBM 128 KEYBOARD COVER
OFFER 5.50,Z009K

EUROMAX JOY BOARD
This super control console provides you with every possible firing and movement option. Directional control is switchable between microswitch-action joystick and two games paddles. Firing can be activated with two large fire buttons and Auto Fire features variable frequency setting. Two LED's indicate firing action. The unit is connected via a 2 metre long cable. Suitable for Commodore VC-20,C64,C128,C128D and AMIGA 500.
EUROMAX JOY BOARD
OFFER 19.95, T130H





Have you got a **BIND**ing relation with your favourite computer mag? Give it the best possible care and chain, gag and strap it into our delicious looking maroon binder with gold logos. Each binder comes with a plastic 'year' sticker to identify the 'vintage'.
ZZAP! BINDER OFFER 4.50,Z010B



POWERPLAY CRUISER
This excellent joystick features micro-switch directional control and fire action. A unique variable tension control allows the user to adjust the direction control to extra sensitive, normal and firm. A wide base and four suction cups provide good table-top operation.
POWERPLAY CRUISER
OFFER £9.99, T131H



Eliminate tape loading problems with
LOAD IT
Achieves 100% loading success even on the most obstinate tapes.
LOAD IT gives you:
- 100% loading success
- Permanent head alignment adjustment
- LED lights for easy tuning to optimal signal
- Guaranteed for one year

Approved by leading software houses
LOAD IT CASSETTE DECK
OFFER 39.99,Z011H

EUROMAX PROFESSIONAL
High durability, rapid response and ultra sensitive movement accuracy from this advanced ergonomic design. Ideal for left and right hand play. 1.5m cord
EUROMAX PROFESSIONAL
OFFER 15.95, T133H

EUROMAX PROFESSIONAL AUTO-FIRE
All the quality of the PROFESSIONAL, with the added bonus of the AUTO FIRE option (may not work on some computer systems).
EUROMAX PROFESSIONAL AUTO-FIRE
OFFER 18.95, T134H

DYNAMICS COMPETITION PRO 5000 (normal)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life. Extra long 1.5m cord
DYNAMICS COMPETITION PRO 5000 (normal)
OFFER 13.50, RRP 14.95, T135H

DYNAMICS COMPETITION PRO 5000 (clear)
The designer joystick with see-through body.
DYNAMICS COMPETITION PRO 5000 (clear)
OFFER 14.00, RRP 15.95, T136H

KONIX SPEEDKING
The joystick that actually fits your hand, with a fire button angled for your trigger finger to ensure accurate high-speed action. Solid steel breakproof shaft with neat clicking sound for every position move you make.
KONIX SPEEDKING
OFFER 10.99, RRP 11.99, T132H



EUROMAX JOYSTAR
This is an excellent microswitch-action joystick featuring precision top and front fire buttons and Auto Fire. It can be operated handheld or can be mounted on the table via vice-grip suction cups.

EUROMAX JOYSTAR
OFFER 9.95, C093H



SPECIAL OFFER

THE BEST FROM CRL!

We've lined up the best pieces of software from CRL for you and are about to commit commercial harakiri. All seven games on offer are available for only £2.50 each. Choose from any of these classic games:

DISCOVERY
CBM64/128 disk OFFER 2.50
INTERNATIONAL SOCCER
CBM64/128 cass OFFER 2.50
WOLFMAN
CBM64/128 cass OFFER 2.50



RECOMMENDED SOFTWARE

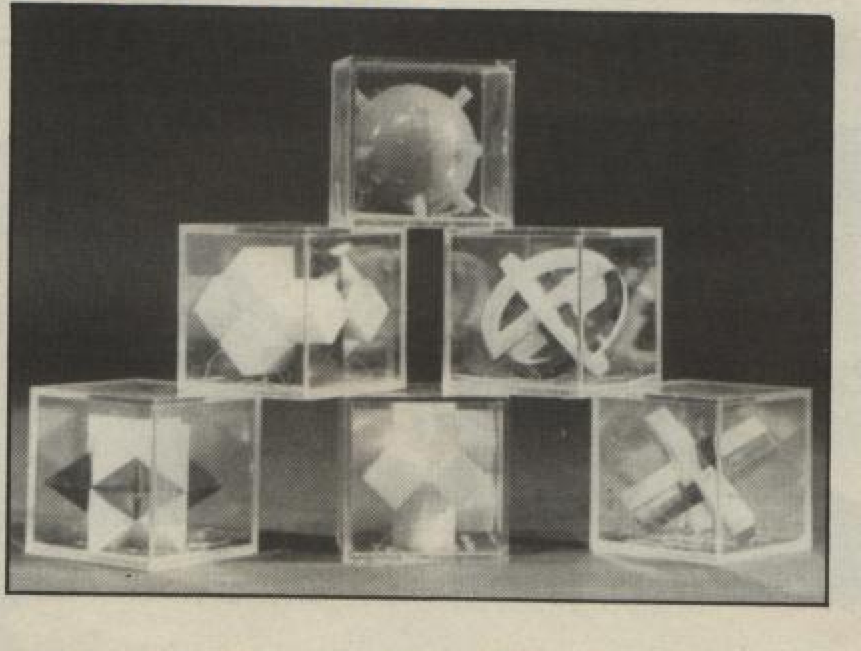
Order any of the highly recommended games below or any other fabulous, current software with our MEGACHOICE special offer facility (details in box!).

ALIEN SYNDROME cass, The Edge
OFFER 7.99, RRP 9.99, (90%), Z070C
ALIEN SYNDROME disk, The Edge
OFFER 9.99, RRP 11.99, (90%), Z070D
ARKANOID II (REVENGE OF DOH) cass, Imagine
OFFER 7.20, RRP 8.95, (89%), Z025C
ARKANOID II (REVENGE OF DOH) disk, Imagine
OFFER 10.40, RRP 12.95, (89%), Z025D
ATF cass, Digital Integration
OFFER 7.20, RRP 8.95, (60%), Z034C
ATF disk, Digital Integration
OFFER 10.40, RRP 12.95, (60%), Z034D
BARBARIAN 2 cass, Palace
OFFER 7.99, RRP 9.99, (96%), Z071C
BARBARIAN 2 disk, Palace
OFFER 11.99, RRP 14.99, (96%), Z071D
BEYOND THE ICE PALACE cass, Elite
OFFER 7.99, RRP 9.99, (78%), Z072C
BEYOND THE ICE PALACE disk, Elite
OFFER 9.99, RRP 11.99, (78%), Z072D
BIONIC COMMANDOS cass, GO!
OFFER 7.99, RRP 9.99, (90%), Z061C
BIONIC COMMANDOS disk, GO!
OFFER 9.99, RRP 11.99, (90%), Z061D
BLACK LAMP cass, Firebird
OFFER 7.20, RRP 8.95, (78%), Z028C
BLACK LAMP disk, Firebird
OFFER 11.95, RRP 14.95, (78%), Z028D
CARD SHARKS cass, Accolade
OFFER 7.95, RRP 9.95, (87%), Z035C
CARD SHARKS disk, Accolade
OFFER 11.95, RRP 14.95, (87%), Z035D
CYBERNOID cass, Hewson
OFFER 7.99, RRP 9.99, (93%), Z036C
CYBERNOID disk, Hewson
OFFER 11.99, RRP 14.99, (93%), Z036D
DELUXE MONOPOLY cass, Leisure Genius
OFFER 10.40, RRP 12.95, (73%), Z073C
DELUXE MONOPOLY disk, Leisure Genius
OFFER 12.95, RRP 15.95, (73%), Z073D
DAN DARE II cass, Virgin Games
OFFER 7.20, RRP 8.95, (83%), Z023C
DAN DARE II disk, Virgin Games
OFFER 10.40, RRP 12.95, (83%), Z023D
DARK SIDE cass, Incentive
OFFER 7.95, RRP 9.95, (90%), Z074C
DARK SIDE disk, Incentive
OFFER 10.40, RRP 12.95, (90%), Z074D
ECHELON cass, Access/US Gold
OFFER 7.99, RRP 9.99, (81%), Z065C
ECHELON disk, Access/US Gold
OFFER 11.99, RRP 14.99, (81%), Z065D
EVERY SECOND COUNTS cass, Domark
OFFER 6.40, RRP 7.95, (65%), Z075C
FIREFLY cass, Ocean
OFFER 7.20, RRP 8.95, (79%), Z027C
FIREFLY disk, Ocean
OFFER 10.40, RRP 12.95, (79%), Z027D
FOOTBALL MANAGER 2, Addictive Games
OFFER 7.99, RRP 9.99, (71%), Z076C
FOOTBALL MANAGER 2, Addictive Games
OFFER 11.99, RRP 14.99, (71%), Z076D
GAUNTLET II cass, US Gold
OFFER 7.99, RRP 9.99, (81%), Z037C
GAUNTLET II disk, US Gold
OFFER 9.99, RRP 11.99, (81%), Z037D
GRYZOR cass, Ocean
OFFER 7.20, RRP 8.95, (86%), Z064C
GRYZOR disk, Ocean
OFFER 10.40, RRP 12.95, (86%), Z064D
HAWKEYE cass, Thalamus
OFFER 7.99, RRP 9.99, (96%), Z077C
HAWKEYE disk, Thalamus
OFFER 10.44, RRP 12.99, (96%), Z077D
HOPPING MAD cass, Elite
OFFER 7.99, RRP 9.99, (64%), Z078C
HOPPING MAD disk, Elite
OFFER 11.99, RRP 14.99, (64%), Z078D
HUNTER'S MOON cass, Thalamus
OFFER 7.95, RRP 9.95, (92%), Z051C
HUNTER'S MOON disk, Thalamus
OFFER 11.95, RRP 14.95, (92%), Z051D
IMPOSSIBLE MISSION II cass, US Gold
OFFER 7.99, RRP 9.99, (96%), Z066C
IMPOSSIBLE MISSION II disk, US Gold
OFFER 11.99, RRP 14.99, (96%), Z066D
INFILTRATOR II cass, US Gold
OFFER 7.99, RRP 9.99, (61%), Z060C
INFILTRATOR II disk, US Gold
OFFER 11.99, RRP 14.99, (61%), Z060D
INTERNATIONAL SOCCER cass, CRL
OFFER 7.95, RRP 9.95, (86%), Z079C
INTERNATIONAL SOCCER disk, CRL
OFFER 11.95, RRP 14.95, (86%), Z079D
LAST NINJA 2 cass, System 3
OFFER 10.44, RRP 12.99, (94%),

PUZZLED???

Not yet, but if your software order exceeds £5.00, you will get free an amazing, intriguing, Why-Did-I-Ever-Take-It-To-Pieces *3D MINI PUZZLE*.
It's downright frustrating, it's hell, and you'll love it . . .
Just specify on the order form which puzzle type you prefer and you'll be on your way to being puzzled.

A ASTRO PUZZLE
B SIXBRICKS
C SATELLITE PUZZLE
D TRICK STAR
E TRIPLE KNOT



ZZUPERSTORE

Z080C
LAST NINJA 2 disk, System 3
OFFER 11.99, RRP 14.99, (94%),
Z080D
OFFER 11.95, RRP 14.95, (92%),
Z051D
IKARI WARRIORS cass, Elite
OFFER 7.95, RRP 9.95, (89%),
Z033C
IKARI WARRIORS disk, Elite
OFFER 11.95, RRP 14.95, (89%),
Z033D
LEGEND OF THE SWORD disk, Rainbird
OFFER 19.95, RRP 24.95, (87%),
Z081D
MAGNETRON cass, Firebird
OFFER 7.20, RRP 8.95, (67%),
Z038C
MAGNETRON disk, Firebird
OFFER 11.95, RRP 14.95, (67%),
Z038D
MARAUDER cass, Hewson
OFFER 7.99, RRP 9.99, (66%),
Z082C
MARAUDER disk, Hewson
OFFER 11.99, RRP 14.99, (66%),
Z082D
MATCHDAY II cass, Ocean
OFFER 7.20, RRP 8.95, (90%),
Z050C
MICKEY MOUSE cass, Gremlin Graphics
OFFER 7.99, RRP 9.99, (72%),
Z083C
MICKEY MOUSE disk, Gremlin Graphics
OFFER 11.99, RRP 14.99, (72%),
Z083D
MINI-PUTT cass, Accolade
OFFER 7.95, RRP 9.95, (78%),
Z039C
MINI-PUTT disk, Accolade
OFFER 11.95, RRP 14.95, (78%),
Z039D
NINETEEN – PART ONE, Cascade
OFFER 7.99, RRP 9.99, (70%),
Z084C
NINETEEN – PART ONE, Cascade
OFFER 11.99, RRP 14.99, (70%),
Z084D
NORTHSTAR cass, Gremlin Graphics
OFFER 7.99, RRP 9.99, (77%),
Z040C
NORTHSTAR disk, Gremlin Graphics
OFFER 11.99, RRP 14.99, (77%),
Z040D
OOPS! cass, Big Apple
OFFER 7.99, RRP 9.99, (74%),
Z085C
OOPS! disk, Big Apple
OFFER 11.95, RRP 14.95, (74%),
Z085D
PACLAND cass, Quicksilva
OFFER 7.95, RRP 9.95, (92%),
Z041C
PACLAND disk, Quicksilva
OFFER 11.95, RRP 14.95, (92%),
Z041D
PLATOON cass, Ocean
OFFER 7.95, RRP 9.95, (94%),
Z031C
PREDATOR cass, Activision
OFFER 7.99, RRP 9.99, (90%),
Z026C
PREDATOR disk, Activision
OFFER 11.99, RRP 14.99, (90%),
Z026D
PROFESSIONAL BMX SIMULATOR cass, Codemasters
OFFER 3.99, RRP 4.99, (76%),
Z042C
PROFESSIONAL BMX SIMULATOR disk, Codemasters
OFFER 3.99, RRP 4.99, (76%),
Z042D
PROJECT STEALTH FIGHTER disk, Microprose
OFFER 15.95, RRP 19.95, (96%),
Z018D
ROLLING THUNDER cass, US Gold
OFFER 7.99, RRP 9.99, (76%),
Z043C
ROLLING THUNDER disk, US Gold
OFFER 9.99, RRP 11.99, (76%),
Z043D
SALAMANDER cass, Imagine
OFFER 7.20, RRP 8.95, (94%),
Z086C
SALAMANDER disk, Imagine
OFFER 10.40, RRP 12.95, (94%),
Z086D
SAMURAI WARRIOR cass, Firebird
OFFER 7.20, RRP 8.95, (91%),
Z044C
SAMURAI WARRIOR disk, Firebird
OFFER 11.95, RRP 14.95, (91%),
Z044D
SKATE CRAZY cass, Gremlin Graphics
OFFER 7.99, RRP 9.99, (86%),
Z087C
SKATE CRAZY disk, Gremlin Graphics
OFFER 11.99, RRP 14.99, (86%),
Z087D
SKYFOX II cass, Electronic Arts
OFFER 7.95, RRP 9.95, (67%),
Z045C
SKYFOX II disk, Electronic Arts
OFFER 11.95, RRP 14.95, (67%),
Z045D
SOKO-BAN disk, Mirrorsoft
OFFER 10.44, RRP 12.99, (81%),
Z024D
SORCEROR LORD disk, PSS
OFFER 11.99, RRP 14.99, (85%),
Z063D
STEALTH MISSION disk, subLOGIC
OFFER 15.95, RRP 19.95, (89%),
Z046D
STRIKEFLEET disk, Electronic Arts
OFFER 11.95, RRP 14.95, (96%),
Z020D
TARGET RENEGADE cass, Imagine
OFFER 7.20, RRP 8.95, (84%),
Z067C
TARGET RENEGADE disk, Imagine
OFFER 10.40, RRP 12.95, (84%),
Z067D
TASK III cass, Databyte
OFFER 7.95, RRP 9.95, (77%),
Z047C
TASK III disk, Databyte
OFFER 11.95, RRP 14.95, (77%),
Z047D
THE CHERNOBYL SYNDROME cass, US Gold
OFFER 7.99, RRP 9.99, (68%),
Z048C
THE CHERNOBYL SYNDROME disk, US Gold
OFFER 9.99, RRP 11.99, (68%),
Z048D
THE EMPIRE STRIKES BACK cass, Domark
OFFER 7.99, RRP 9.99, (74%),
Z088C
THE EMPIRE STRIKES BACK disk, Domark
OFFER 11.99, RRP 14.99, (74%),
Z088D
THE GAMES – WINTER EDITION cass, Epyx
OFFER 7.99, RRP 9.99, (76%),
Z089C
THE GAMES – WINTER EDITION disk, Epyx
OFFER 11.95, RRP 14.95, (76%),
Z089D
THE GREAT GIANA SISTERS cass, GO!
OFFER 7.99, RRP 9.99, (96%),
Z062C
THE GREAT GIANA SISTERS disk, GO!
OFFER 9.99, RRP 11.99, (96%),
Z062D
THE HUNT FOR RED OCTOBER cass, Grand Slam
OFFER 11.95, RRP 14.95, (81%),
Z049C
THE HUNT FOR RED OCTOBER disk, Grand Slam
OFFER 15.95, RRP 19.95, (81%),
Z049D
THE PRESIDENT IS MISSING disk, Cosmi
OFFER 10.40, RRP 12.95, (83%),
Z090D
THE TRAIN cass, Electronic Arts
OFFER 7.95, RRP 9.95, (87%),
Z021C
THE TRAIN disk, Electronic Arts
OFFER 11.95, RRP 14.95, (87%),
Z021D
TRAZ cass, Databyte
OFFER 7.95, RRP 9.95, (87%),
Z022C
TRAZ disk, Databyte
OFFER 11.95, RRP 14.95, (87%),
Z022D
TYPHOON cass, Ocean
OFFER 7.20, RRP 8.95, (79%),
Z091C
TYPHOON disk, Ocean
OFFER 10.40, RRP 12.95, (79%),
Z091D
VENOM STRIKES BACK cass, Gremlin Graphics
OFFER 7.99, RRP 9.99, (70%),
Z069C
VENOM STRIKES BACK disk, Gremlin Graphics
OFFER 11.99, RRP 14.99, (70%),
Z069D
WARGAME CONSTRUCTION KIT disk,
OFFER 15.99, RRP 19.99, (79%),
Z092D
WASTELAND disk, Electronic Arts
OFFER 15.99, RRP 19.99, (95%),
Z093D
4TH & INCHES cass, Accolade
OFFER 7.99, RRP 9.99, (90%),
Z019C
4TH & INCHES disk, Accolade
OFFER 11.99, RRP 14.99, (90%),
Z019D

ADVENTURES

BORDERZONE C128 disk, Infocom
OFFER 15.95, RRP 19.95, (84%),
Z056D
DEJA VU disk, Mindscape
OFFER 11.95, RRP 14.95, (81%),
Z058D
INTRIGUE disk, Mirrorsoft
OFFER 10.44, RRP 12.99, (83%),
Z094D
JACK THE RIPPER cass, CRL
OFFER 7.95, RRP 9.95, (78%),
Z059C
JACK THE RIPPER disk, CRL
OFFER 11.95, RRP 14.95, (78%),
Z059D
JINXTER disk, Rainbird
OFFER 15.95, RRP 19.95, (83%),
Z057D
LEGEND OF THE SWORD disk, Rainbird
OFFER 19.95, RRP 24.95, (87%),
Z095D
MINDFIGHTER cass, Abstract Concepts
OFFER 11.99, RRP 14.99, (61%),
Z096C
MINDFIGHTER disk, Abstract Concepts
OFFER 15.99, RRP 19.99, (61%),
Z096D
MORDON'S QUEST cass, Melbourne House
OFFER 5.75, RRP 6.95, (83%),
Z097C
SHERLOCK disk, Infocom
OFFER 15.95, RRP 19.95, (81%),
Z052D
SKEGPOOL cass, Top Ten Software
OFFER 1.99, (49%), Z055C
STARCROSS disk, Infocom
OFFER 19.99, RRP 24.99, (88%),
Z098D
TIME AND MAGIK cass, Level Nine
OFFER 11.95, RRP 14.95, (68%),
Z068C
TIME AND MAGIK disk, Level Nine
OFFER 15.95, RRP 19.95, (68%),
Z068D
TOWER OF DESPAIR cass, Games Workshop
OFFER 6.40, RRP 7.95, (76%),
Z099C
WEREWOLF SIMULATOR cass, Top Ten Software
OFFER 1.99, (56%), Z054C
WOLFMAN cass, CRL
OFFER 7.95, RRP 9.95, (79%),
Z053C

STRATEGY

GEMSTONE HEALER disk, SSI
OFFER 15.99, RRP 19.99, (80%),
Z100D
PANZER GRENADIERS disk, SSI
OFFER 15.99, RRP 19.99, (81%),
Z101D
QUESTRON II disk, SSI
OFFER 15.99, RRP 19.99, (81%),
Z102D

BUDGET

BATTLE SHIPS cass, XXX
RRP 1.99, (81%), Z103C
BRAINSTORM cass, Silverbird
RRP 1.99, (94%), Z104C
BRUCE LEE cass, Americana
RRP 1.99, (92%), Z105C
KNIGHT TIME cass, MAD
RRP 2.99, (80%), Z106C
POLTERGEIST cass, Code Masters
RRP 1.99, (66%), Z107C
PROFESSIONAL SCOOTER SIMULATOR cass, Silverbird
RRP 1.99, (63%), Z108C
SLIMEY'S MINE cass, Silverbird
RRP 2.99, (94%), Z109C
STORM BRINGER cass, MAD
RRP 2.99, (70%), Z110C
TANGENT cass, The Micro Selection
RRP 2.99, (61%), Z111C

THE MEGA CHOICE:

APART FROM OUR HIGHLY RECOMMENDED GAMES LIST, YOU CAN ORDER ANY GAME RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE ON CASSETTE OR DISK.

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING – NO OTHER EXTRA CHARGES
LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON, THEN ADD THEM UP.
ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED.
YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

SOFTWARE OFFER PRICE TABLE

RRP	OFFER	SAVE
4.99	**3.99**	1.00
5.95	**4.74**	1.20
7.95	**6.40**	1.55
7.99	**6.44**	1.55
8.95	**7.20**	1.75
8.99	**7.24**	1.75
9.95	**7.95**	2.00
9.99	**7.99**	2.00
11.99	**9.99**	2.00
12.95	**10.40**	2.55
12.99	**10.44**	2.55
14.95	**11.95**	3.00
14.99	**11.99**	3.00
19.95	**15.95**	4.00
19.99	**15.99**	4.00
23.00	**18.40**	4.60
24.95	**19.95**	5.00
28.95	**23.15**	5.80
29.95	**23.95**	6.00
34.95	**27.95**	7.00

HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST, INCLUDING MEDIA TYPE AND ORDER CODE (WHERE LISTED).
IF OFFER PRICE NOT INDICATED, CHECK IN AD OR REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).
LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.
ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO INDICATE EXPIRY DATE!).
REMEMBER:
GAMES ORDERS REQUIRE ORDER CODE OR MEDIA TYPE AND COMPUTER, GARMENT ORDERS ORDER CODE OR GARMENT SIZE, HARDWARE ORDERS ORDER CODE.
INCOMPLETE ORDER FORMS WILL BE RETURNED.

PLEASE RING (0584) 5620 IF IN DOUBT!

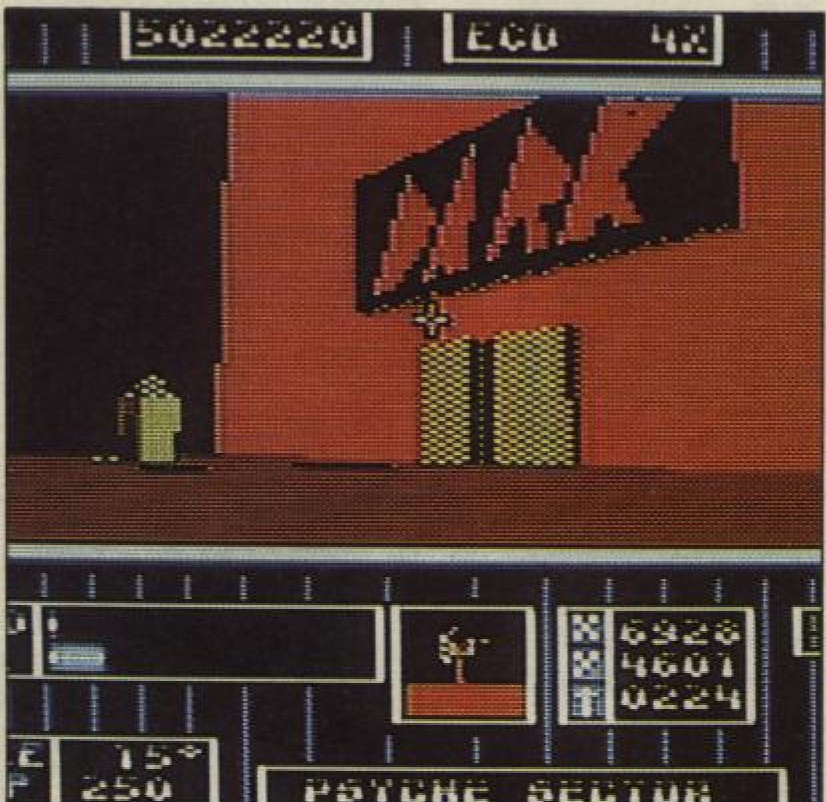
PRICES VALID FOR UK/EIRE/EUROPE ONLY.
FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR AIR MAIL DELIVERY

DELIVERY:

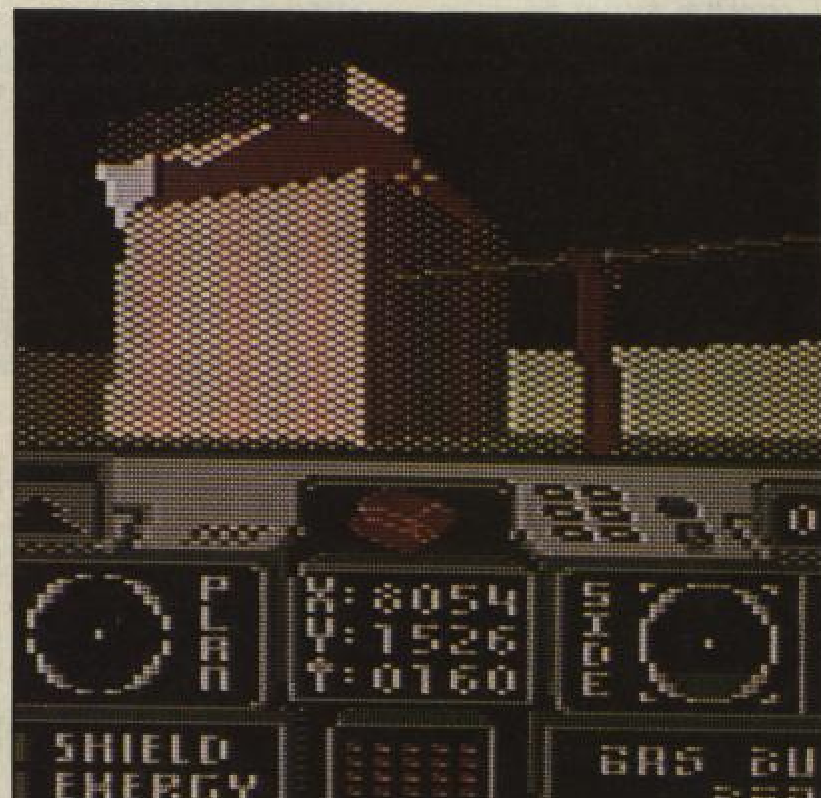
NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME.
GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

SUBS OFFER

DARK SIDE



DRILLER



THE BEST INCENTIVE YET . . .
We are using the latest Freescape technique to convert all you casual ZZAP!64 readers into full-blown ZZAP!64 subscribers. Yes, we are offering you a free INCENTIVE Freescape game if you take out a twelve months subscription to ZZAP!64. Not only will you be experiencing twelve excellent issues of full-blooded Commodore entertainment, but you will be able to indulge yourself in Incentive's latest Freescape release, DARK SIDE, or, just in case you've missed out, Incentive's first Freescape release, DRILLER. Subscribe now and we'll send your Commodore into a new dimension!

BACK NUMBERS

*BACKISSUES*BACKISSUES*BKIS*
*BACKISSUES*BACKISSUES*BKIS*
*BACKISSUES*BACKISSUES*BKIS*

No 4 August 1985

No 5 September 1985

No 8 December 1985

No 12 April 1986
116 pages! Three Sizzlers! 1985 ZZAP! Mindsmear Preview! Wild Sounds from your 64 - Datel Digidrum AND Sound Sampler reviewed!

No 13 May 1986
116 pages! Alter Ego Gold Medal! Two Sizzlers! The Daily Llama - Diary of Minter! Infocom Interview Part 1! Palace Software Interview! Mindsmear Confession! Imagine Interview! Index for Issues 1-12!

No 14 June 1986
124 pages! Spindizzy Gold Medal! SIX Sizzlers! Infocom Interview Part 2! Steve Evans Interview!

No 15 July 1986
124 pages! Leader Board Gold Medal! FOUR Sizzlers! Budget Reviews Bonanza! Euromax's Mouse and Cheese! More Daily Llama - Minter Diary! CRL Previews!

No 16 August 1986
116 pages! Four Sizzlers! Controversial Musician's Ball Interview! Vidcom Art Package Reviewed! Daily Llama - Minter Diary!

No 17 September 1986
124 pages! TWO Gold Medals! GAC! FIVE Sizzlers! The Musician's Other Ball - Commodore's Music Expansion System Reviewed! Daily Llama - Conclusion of the Minter Diary! Software Cuties Special! ZZAPSTICK!

No 18 October 1986
116 pages! FIVE Sizzlers! Two Readers Battle in the Challenge! Greg Barnett interviewed!

No 19 November 1986
148 pages! World Games Gold Medal! FIVE Sizzlers! Delta Four Interview! ZZAPSTICK! John Twiddy Interview!

No 20 December 1986
180 pages! TWO Gold Medals! The Sentinel! Boulderdash Construction Kit! FIVE Sizzlers! Firebird's fabulous Microrhythm Drum Kit reviewed!

No 21 Xmas Special 1986/87
196 pages! ONE Sizzler! Denton Designs Revisited! Desert Island 5.25'! Rockford's Round-Up! Tamara Knight - Part 1!

No 22 February 1987
132 pages! Over FIFTY Pages of Reviews! FIVE Sizzlers! Kele-Line Profile!

No 23 March 1987
116 pages! TWO Sizzlers! Sensible Software interviewed! The Andrew Braybrook Diary - Mental Procreation Part 1!

No 24 April 1987
116 pages! ONE Sizzler! SIX Pages of Coin-Op Reviews!

No 25 May 1987
116 pages! TWO Sizzlers! Crucial Compilations Comparison! Fantastic Oli Frey Pull-Out Poster! Impossible Mission Past Blaster! Index for Issues 13-24!

No 26 June 1987
100 pages PLUS SAMPLER CASSETTE! TWO Sizzlers! The Terminal Man II - Episode 1! A Hitchhikers Guide to Douglas Adams! Oink's Curly Tale!

No 27 July 1987
116 pages! THREE Sizzlers! Arcades Analysed! Philippa Irving's Manoeuvres - The Beginning! The Nintendo Console! American Football Round-Up!

No 28 August 1987
116 pages! Penn leaves! ONE Gold Medal! THREE Sizzlers! Behind the Scenes of the Living Daylights! The C16 scrutinised!

No 29 September 1986
124 pages! ONE Gold Medal! California Games! FOUR Sizzlers! The Sega Console! Raster Interrupts De-Mystified!

No 30 October 1987
132 pages! ONE Gold Medal! Bubble Bobble! THREE Sizzlers! THREE Silver Medals! The Advanced OCP Art Studio! Mel Croucher and PBM - The Beginning! Arcades Analysed! First Part of Shoot'em Up History!

No 31 November 1987
148 pages! THREE Sizzlers! Accolade's Comics! RPG's Scrutinised! Combat Zone! Microprose Feature! Ubik's Music!

No 32 December 1987
164 pages! THREE Gold Medals! THREE Sizzlers! 16-bit Special! Predator Film Expose! PCW Show Report!

No 33 Xmas Special 1987/88 (January 1988)
196 pages! EIGHT Sizzlers! A Day At The Arcades! Crucial Compilations! Fabulous Giant Poster! A Musical Interlude!

No 34 February 1988
108 pages! FOUR Sizzlers! Flying Tonight! Predator Pull-Out Poster! Amiga Action!

No 35 March 1988
116 pages! ONE Gold Medal! ONE Sizzler! Valentine's Day Pull-Out Poster! The Future Of Computers - A look at Sci-Fi Films! Electronic Imagery - Digital Pictures Interview!

No 36 April 1988
116 pages! TWO Sizzlers! 16 page Amiga supplement! Walker's Way - New Diary of a Game series! Budget Test!

No 37 May 1988
116 pages! THREE Sizzlers! 16 page ZZAP! TIPS MEGA-SPECIAL! Mel Crouchers look into the future of the software industry! Amiga Action!

ZZUPERSTORE

ORDER FORM

I want to subscribe to 12 issues of ZZAP!64 and receive my free Incentive Freescape cassette.
If I've already got a ZZAP!64 subscription, and it is running out soon I extend it for a further twelve issues – and still get a free Incentive Freescape cassette.
If I am a current subscriber, but do not wish to extend my subscription, I can still get an Incentive Freescape cassette for an amazing £6.99 – a special subscribers discount price.

Please tick the appropriate box:

- ☐ **I enclose £18.00 for a new ZZAP!64 subscription mainland UK**
- ☐ **I enclose £25.00 for a new ZZAP!64 subscription outside mainland UK – surface mail**
- ☐ **I enclose £38.00 for a new ZZAP!64 subscription outside Europe – Air mail**
- ☐ **I enclose £6.99 for the special subscriber cassette offer.**
- ☐ **I am a new subscriber**
- ☐ **I am an existing subscriber. My subscription number is**

☐☐☐☐☐☐☐☐

Please extend my subscription starting with issue No:

☐☐

Please send me:

- ☐ **DARK SIDE**
- ☐ **DRILLER cassette**

EARLY WARNING:

If you wish your sub to commence with Issue 42, we must receive your coupon no later than 17th August 1988.

Please allow 28 days for your free gift.

BACKISSUES BACKISSUES BACKISSUES BACKISSUES

No 38 June 1988
116 pages! ONE Gold Medal! ONE Sizzler! Amiga Action! ZZAP! Mega-Index! Another Crucial Compilation Comparison! Mel Croucher's Hack To The Future Part 2! Budget Test!

No 39 July 1988
108 pages! ONE Gold Medal! ONE Sizzler! 16 page Arcade supplement! Mel Croucher's Future Of The Software Industry! Budget Binge! Amiga Action! ZZap visits Microprose!

No 40 August 1988
116 pages! TWO Gold Medals! ONE Sizzler! The Definitive Guide To Puzzle Games! Mammoth Compunetness! Amiga Action! Barbarian II!

NORMAL BACK ISSUES £1.20 (Inclusive P&P)
XMAS SPECIALS £1.95 (Inclusive P&P)
OVERSEAS PLEASE ADD £0.80 TO ABOVE PRICES
SPECIAL QUANTITY DISCOUNT:
Order any four Issues and knock 40p off the TOTAL COST.
Order any five Issues and knock 20p off EACH ITEM.

Please supply the following BACK NUMBERS **(Circle required items):**

4 5 8 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 36 37 38 39 40

The Special Software Discount Offer Prices only apply to recommended retail prices for software, not to already highlighted, discounted special offers, hardware and other goodies. No other discounts may be applied.

CODE	*ITEM*	*CASS/ DISK*	*PRICE*
	TOTAL		
	SUBS TOTAL		
	BACKISSUES TOTAL		
	ORDER TOTAL		

MY COMPUTER IS: ____________

Please use BLOCK CAPITALS

Name ....

Address ....

....

....

.... Postcode ....

Please make cheques/postal orders payable to **ZZAP!** It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for £ ____________

☐ I wish to pay by **VISA/ACCESS** (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT £ ____________

Please charge my account No:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date ____________ Signature ____________

Access VISA

SEND THIS FORM TO
ZZAP! ZZUPERSTORE, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB



BE O
GA
HO

WIN A TOP
TICKETS FO
GREMLIN

THE QUESTIONS

1. **Which was the first British club to win a European championship?**
2. **Who were the first winners of the FA Cup?**
3. **What is the Fairs cup now known as?**
4. **Which player has won the most England caps, and how many has he won?**
5. **Which member of the ZZAP! team do you think would be the most useful in goal, and why?**

'That boy Lineker, Des, he done great, I reckon.'

Have you aspirations to being the next Gary Lineker or Peter Beardsley? Who knows, in a few years it might be you they're all talking about on the Saint and Greavesie Show . . . Fame, wealth, villa in Spain, having your face on the covers of computer games . . . Ah – now that *would* be the life . . . Better than being a ZZAP! reviewer, I can tell you. All this could be yours, and this competition could start you on the road to stardom (maybe). *(Get on with it, Paul – Gordo).*

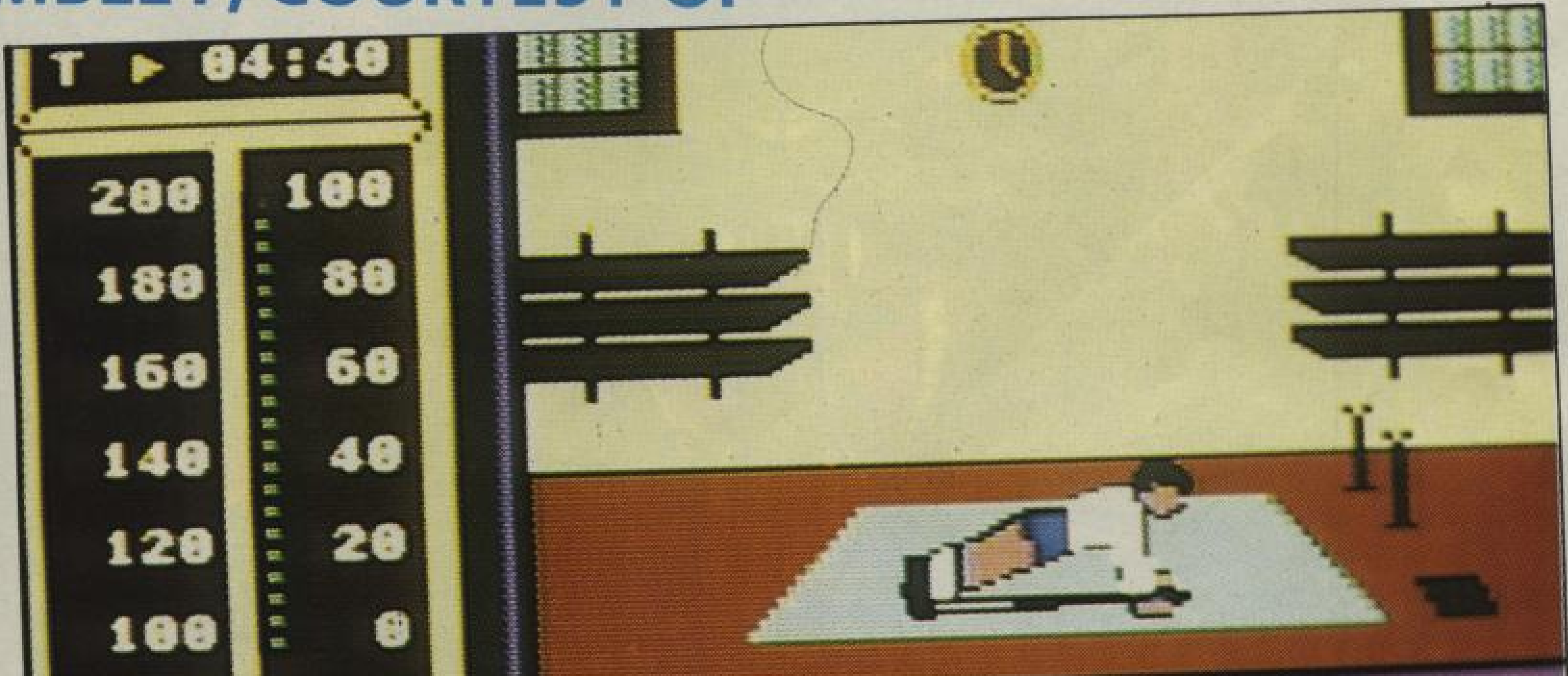
But being a footballer isn't all fun and frolics (well, frolics maybe). If you want proof, just take a look at Gremlin's upcoming game, *Gary Lineker's Hotshots* which shows you just what it takes to be one of the world's top footballers – gym-work, ball-skills practice, solid dedication and a smart football strip.

Gym-work, ball-skills and dedication we can't help you with, but if a football strip is all you need to give you the confidence in your footballing abilities which would encourage you to greater things, then this might be your lucky day. The Gremlin gang are celebrating the release of their new *Gaz* game by giving six ZZAP! readers the football kit of their choice, so they can be the envy of their mates on the football field even if their skills aren't exactly world-beating.

In fact, it gets better, because the first of the six names drawn out of the ZZAP! Bacon Buttie Box will also receive a pair of tickets for the next England match at Wembley, to perhaps pick up some pointers by watching the man himself play. (This is, of course, entirely dependent on Gazza being fit or even being selected in the first place, and ZZAP! Towers would like

NE OF RY LINEKER'S TSHOTS!

OF THE RANGE FOOTBALL KIT AND RWEMBLEY, COURTESY OF



to state categorically that they accept no legal responsibility for his . . . er . . . his being there at all in any way . . . er . . .)

There's more. When you get home you won't be able to play without a football, so Gremlin are also giving the top two prize winners their very own football signed by Gary Lineker himself. Cor blimey, knock it on the 'ead, strewth, spit in my eye, luvva duck, guv'nor.

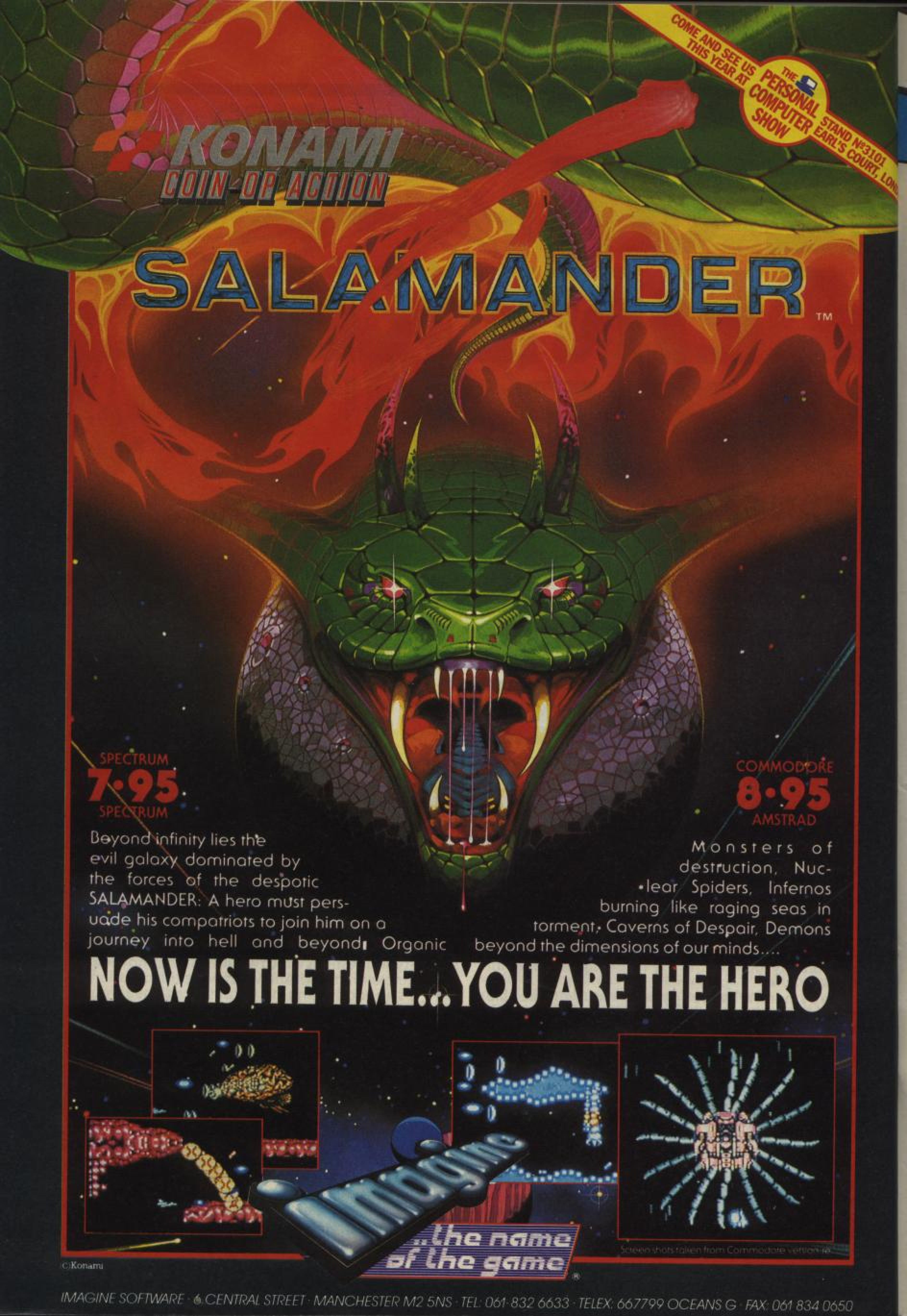
On top of all this, the Gremlins are going to hand over copies of their football fitness game to the top 50 entrants, so they can practice their footballing skills even when the nearest football pitch is under ten feet of water and the ball keeps floating out of reach.

Now that we've whetted your appetite we'd better tell you what to do. As always, our questions are really rather easy, but to go along with the general footballing feel of things, we thought we'd better ask some specialist questions which should sort the fans from the hooligans. All it took was a bag of chocolate footballs to bribe our resident Blackburn Rovers fan, Gordon L Houghton, to come up with some suitably soccer-type questions which would test the knowledge of Mr Lineker himself! And what were the questions? Well, it's no good asking me, because I can't hear you – read them for yourself . . .

Right, put the answers to those on the back of a post-card or sealed-down envelope, and send it to:

LINEKER, LINEKER, GOOOOALL! Comp,
ZZAP! Towers, PO Box 10,
Ludlow, Shropshire,
SY8 1DB.

The winners will be drawn on September 16th, and those receiving football strips will be contacted as soon as possible by Gremlin to determine sizes, strip choices and so forth.


COME AND SEE US THIS YEAR AT
THE PERSONAL COMPUTER SHOW
STAND №3101 EARL'S COURT, LOND
KONAMI
COIN-OP ACTION
SALAMANDER
TM
SPECTRUM
7·95
SPECTRUM
COMMODORE
8·95
AMSTRAD
Beyond infinity lies the evil galaxy dominated by the forces of the despotic SALAMANDER: A hero must persuade his compatriots to join him on a journey into hell and beyond. Organic
Monsters of destruction, Nuclear Spiders, Infernos burning like raging seas in torment, Caverns of Despair, Demons beyond the dimensions of our minds....
NOW IS THE TIME... YOU ARE THE HERO
Imagine
...the name of the game
Screen shots taken from Commodore version
©Konami
IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 0650

READER CLASSIFIEDS

Your small ads are reaching over 250,000 other readers in Britain and around the world!

WANTED

WANTED C64 users from all over the world. Latest stuff on disks. Send list of disks to: Alpha One, 100 Lancaster Gate, Flat No. 11, London W2.

TO COMPLETE COLLECTION, issues one, two and three of ZZAP! magazine wanted. Reasonable offers considered in good condition. Ring Lee on 061 430 7127 after 6pm will collect in and around Stockport area.

MARVEL SUPER HERO comics wanted, good prices paid, *Bruce Lee* wanted for the C64, pay up to £3.00 for it. Tel: (0727) 37148

WANTED *Alter Ego* and *The Pawn* will pay £8 for *The Pawn* and £15 for *Alter Ego*. Contact Mat on (0509) 231663 or write to 37 Cleeve Mount, Thorpe Acre, Loughborough, Leics. LE11 0SD.

FOR SALE

COMMODORE 64, 8 months old, VGC, joystick, light pen, speech synthesiser, Action Replay 2, many original games. All issues of ZZAP! 64 worth £530 new. Sell for £130. Telephone Matlock (0629) 732604 after 4.30pm.

TURBO SAVE will load your Basic progs with speed, complete with flashy border. ONLY £275 (inc PP) – send dosh with name and address to: John O'Keefe, 62 Winslow Road, Granborough, Bucks, MK18 3NQ.

COMMODORE 64 PRINTER for sale. CP-80 peripheral printer, CBM 64 compatible hardly used £75 ono. Contact Mike on 021 384 6304 or write to 578 Chester Road, Wylde Green, Sutton Coldfield, West Midlands, B73 5HJ

C128-D with built-in disk drive, MPS-801 printer, C2N cassette deck. Over 50 items of software (mostly games), mouse, joystick, printer paper, expert cartridge, books, tel: (0293) 884362 after 1.30pm. £550. Recently serviced with service certificate.

MEGA BARGAIN, 1 and a half years old CBM 64 tape deck, manuals, three good condition joysticks, mouse, cheese, software and an amazing £900 worth of original software. Bargain at £300 ono. Phone Jon 0924 277244 4pm to 10pm.

COMMODORE 64, cassette recorder, Pro 5000 joystick, loadsgames, including *Last Ninja, Gauntlet, World Games* plus 110 others, loadsamags but not for loadsamoney, just £200. Must sell! quickly as possible, phone Chelmsford 440139 (after 6pm please).

COMMODORE 64, datasette, joystick, books, magazines, 200 games including *Hunter's Moon, Arkanoid 2, Gryzor, SEUCK, Skate or Die, Combat School, Nebulus, Firefly, IK, Ten Great Games Two* plus more, reset, £275 ono (0708) 42909 after 5pm.

C64, 1541 DISK DRIVE MPS 801 printer, mouse, games worth £1100 inclusive £400 without games £250 includes *Platoon, Nebulus, Buggy Boy, Matchday II, Defender of the Crown, Bubble Bobble* etc. Also Action Replay Mark III, blank disks. Ring (0437) 4401.

FOR SALE! 16 great games for a mere price of just £4.00. To get your games just phone David on 0234 740377 or write to 131 Bedford Road, Wilstead, Bedfordshire, MK45 3HS. Postage and packing included.

C64 SYSTEM all you'll need for gaming/serious use, includes disk drive, printer, colour monitor etc. All in excellent condition with manuals, boxes, magazines, will sell for £500 ono. Call Chris Mason (0734) 62930 after 6pm.

C64C, 1541C DISK DRIVE, cassette and disk games, tape deck (built in tuner), joystick, mags, worth £1000. Offers. Tel: 0732 865122. Edenbridge, Kent, anytime.

CBM 64 EXCELERATOR disk drive, still boxed, well over £600 games, tape deck, many new games freeze frame £600 ono. Sean Reece, Garden Street, Newfield, Bishop Auckland, Co. Durham, DL14 8BL, 0388 606789 after 4pm.

COMMODORE 64, 1541 disk drive, MPS 803 printer, Expert Cartridge, sound sampler, speech synth, arcade joystick, C2N cassette unit, loads of cassette games, 40 disks packed with games and utilities, accept £400 call 0602 724758.

GAMES FOR SALE, many older games. Some new, a few disks, ideal for new 64 owner. Cheap prices, all originals. Write to: Paul Cochrane, 12 Madeira Street, Dundee, DD4 7HA for list.

COMMODORE 64C, C2N, two joysticks, 106 original games, Neos mouse, also all ZZAP!s ever! CVG's etc. Worth well over £800! For quick sale £220 ono. Tel: 0222 512125 after 6pm, Dinas Powys, Wales, near Cardiff.

COMMODORE 64, data recorder, two joysticks, Action Replay cartridge, manuals, magazines, 45 games including *SEUCK, Platoon, Ikari Warriors, Defender of the Crown*, £230. Tel: 0525 378025. Ask for David.

CBM 64, EXCELERATOR disk drive, tape deck, modem, joystick, reset switch and £350 of software inc. *Stealth Fighter, Platoon, Defender of the Crown, SEUCK, Guild of Thieves*, magazines. All for only £300 ono. Phone 0924 373505. Ask for Simon.

C64, 2 JOYSTICKS, C2N, mouse and cheese over £270 worth of games, lots of mags, will sell the lot for £300. Phone David on 01 232 1029 after 5pm.

UNWANTED SOFTWARE for sale: 34 Mastertronic titles for £34 includes *Flash Gordon* etc (C64). Write to John Apps, 163 Malmstone Avenue, Merstham, Redhill, Surrey, RH1 3JL. PS games worth £77!

COMMODORE 64 GAMES for sale, all originals £1 to £3 each. Some recent titles. Tel: Simon 0727 37148.

C64, C2N, Speed King joystick, 1541 disk drive, 1520 printer/plotter, Koala pad, Action Replay, Doubler, over 100 tape games, over 100 disk games, inc. *Pawn, Wizball, Last Ninja, Infiltrator*, £500 ono. Tel: (0705) 379176.

COMMODORE 64 SOFTWARE for sale. £500 worth for £130 or sell separately. Would suit sims and adv. fans but loadsa arcade stuff. All original. No dodgy gear sold here. Phone 0924 278750. Ask for Toby.

CBM 64, C2N, JOYSTICKS, lots of games including *Last Ninja, Wizball* etc. £150 ono. Lots of computer mags e.g. ZZAP! etc. £15 ono. No reasonable offer refused. Tel: 01 349 1414.

COMMODORE 64, C2N, JOYSTICKS, Action Replay Mark 4, literature, over £500 of software – *IK, Matchday 2, Predator* etc. £800 all told, sell for £275! Phone Simon on (0494) 721918 after 4, Monday-Friday.

COMMODORE 64 GAMES FOR SALE, old and new, all originals, cassettes, *Jack the Ripper* disk, six pounds new, unused. Phone 7pm to 8pm, Hazel Miller, 470 8563. All packaging in mint condition.

COMMODORE 64, 1541 DISK DRIVE, C2N, joystick, over 40 C64 magazines, over 130 original games and utilities. All for £340 ono. Phone Daniel on (0234) 41505 (4-8pm).

COMMODORE 64, DATASETTE, competition joystick, loads of original games including *GAC, Elite, Impossible Mission II*, and *Project Stealth Fighter*. Worth around £480, yours for £220 ono. Tel: (091) 4692561. Games also sold separately. After 4pm.

COMMODORE 64, C2N, disk drive, one joystick, £200 worth of software including *OCP Art, Gunship*, sell for £360. Contact Patrick Langley, 200 Springvale Road, Walkley, Sheffield or phone 0742 660605 after 6pm.

CBM64, DATASETTE, 1541 DISK DRIVE, compunet Modem, 2 joysticks, 3 cartridges, 15 books. Over 300 disks in 4 boxes. carry case, cover, disk cleaner, notcher, £350. With Star NL10 printer, paper – £480 ono. Phone Neil – Blackpool 826218

COMMODORE 64, DATASETTE, Quickshot II Turbo joystick, loadsagames, including *Gauntlet II, Impossible Mission II, Outrun, Last Ninja, Dragon's Lair II*, and *Rampage*, also most ZZAP! 64s, all this for £150 ono. Phone 0344 778272 after 4pm.

COMMODORE GAMES ORIGI- ▶



NALS, *Project Stealth Fighter* £7, *Chuck Yeager's Advanced Flight Trainer* £5, will sell both £10 post and packing £1, phone Andrew 0602 586428.

CBM 64, C2N DATASETTE, Quickshot 1, reset switch, 50 originals including *Barbarian*, *Platoon*, *Predator*, *Ikari Warriors* and lots more, 16 mags, 4 manuals, value, £550 asking for £260 ono. Tel: 01 661 9044 after 4.30 pm.

C64 INCLUDING £280 WORTH OF GAMES all originals, Excelerator Plus disk drive and C2N included. Cleaners included excepting C2N. Storers for the games included, worth £700, selling at £400. Phone after 6pm (01) 578 5467.

CBM 64, TWO C2NS, DOUBLER, music maker keyboard overlay, joystick, storage case, games, reset switch, £120. 1541 disk drive and disk games £115. MPS803 printer, hardly used, £115. All excellent condition. Telephone: 091 4565944.

FOR SALE, C64, 1541 DISK DRIVE, C2N, tape recorder. Modem, joystick, books, magazines and £600 of software, sell for £300. Phone 0306 730253 after 7pm.

SWAPLINE

C64 USER wants to swap new stuff with anyone, anywhere, write to Mick Dundee, 39 Booth Crescent, North Dandenong, 3175, Melbourne, Victoria, Australia. No lamers please.

AMIGA, PUBLIC DOMAIN SOFTWARE please. Write Ozark, PO Box 1104, DK-2635, Ishoj, Denmark.

ATTENTION ALL C64 USERS!!! We want to swap C64 programs on disk, we've got many new titles. Send your list to: PPC, PO Box 131, 78201 Varkaus, Finland. PS: All letters will be answered!!!

TSV/SHARKS SWISS!!! Write to: TSV/Sharks, PO Box 12 1605 Chexbres, Switzerland for the latest C64 and Amiga stuff.

DISK USERS! Peter Brown 16, Grasby Close, Middlesborough, Cleveland, TS3 0PQ would like to swap games, demos, hints etc. for the 64. I will reply to all letters.

COMPUTER 64 SWOP SHOP, bored with your games, why not join our swop shop – all members receive our quarterly magazine, SAE for membership. Send to 64 swop Shop, 3 Old Church Street, Aylestone, Leicester.

BRYAN MILLAR would like to hear from anyone who would regularly swap latest games in cassette form at 16 Westloats Gardens, Bognor Regis, PO21 5LG. So get the red light on.

CBM 64 DISK USERS! Graham Smith, 49 Gors Road, Towyn, Abergele, Clwyd, North Wales, LL22 9NR would like to hear from you to swap games, demos, hints, etc. I promise to reply to all letters.

DISK USERS! Derek Scott, St. Peter's Urban Village, College Road, Saltley, Birmingham, B8 3TE would like to hear from you to swap games, hints etc for the 64. Female players particularly welcome. All letters answered.

CBM 64 OWNER would like to swap latest original stuff on disk or tape. Write to: Ari Rasanen, Sailatie 21, 01280 Vantaa, Finland or call to 358-0-307892 everybody in this universe will get a certain reply.

C64 DISK USERS wanted to swap games, demos etc. Send lists or disks to Wayne Dibben, 174 Front Lane, Cranham, Upminster, Essex, RM14 1LN. All letters will receive a reply.

DISK USERS ONLY! I'd like to hear from readers all over the world to swap games for the 64. I will reply to all letters, Michael Lacey, Ferns Post Office, Enniscorthy, Co. Wexford, Ireland.

CRAIG AND MIKE would like to hear from anyone wishing to swap games, hints etc on disk or cassette. All letters answered write to 37 Greygarth Close, North Bransholme, Hull, HU7 5AP.

PENPALS

I AM AN OWNER OF A C64 and would like to give and receive tips etc from fellow C64 users. Please write to Gareth Clayton, 26 Gerard Road, Wallasey, Merseyside, L45 6UH.

MARK, 18, Chestnut Road, Sedgefield, Cleveland, TS21 3DG would like some penpals who own a 64 and is interested in swapping ideas demos, etc. Answer all of the letters.

WE WANT HEAPS and heaps of penpals to swap the latest C64 stuff so send lists of disks to Snitch and Rastar of DFC, we will reply to all who send to us! GPO Box 2812, Canberra ACT, Australia, 2601.

AMIGA USER would like penpals from all over the world. Also have a C64. Will guarantee a reply. If interested contact: Jeff, 45 Westbury Street, Laisterdyke, Bradford, West Yorkshire, BD4 9PB.

MY NAME IS NICHOLAS BOOTH, I am 16 years old and would like to swap hints and tips etc. with other C64 owners, please write to this address: 113 Coleridge Way, Crewe, Cheshire, CW1 1LE.

AMIGA PENPALS WANTED to swap Amiga programs, books, manuals, information etc. Write to: Markku Honkala, 17430 Kurhila, Finland.

JONATHAN WALTERS, 28 Crosswood Close, North Bransholme, Hull, HU7 5BU. Excellent up to date software on disk and tape. Hundreds of demos from hackers and myself. I'll write to everyone and anyone I promise!

PENPALS WANTED to swap C64 disk stuff, contact Stephen Sherris, 5 Blanchland Road, Priestfields, Middlesborough, Cleveland, TS3 0HD.

DAVID SLONE, 17 Lambourne Close, Tilehurst, Reading, Berks, RG3 5BE has a Commodore 64, over 200 games (tape) and wants some penpals to swap games, pokes, tips and general computer info.

STUART FULLBROOK, 49 Brooksby Road, Tilehurst, Reading, Berks. is interested in C64's and would like some penpals with similar interests to write to him, he has a tape deck and a large game collection.

FANZINES

COMPUTER LYNX fanzine for C64 and AMIGA plus others for only 50p including PP or 30p and SAE. Send to Jonathan Morris, 187 Perrysfield Road, Cheshunt, Herts, EN8 0TL, we're at the September PC Show.

COMMODORE KINGDOM, the fanzine for Amiga and '64 issue four out now. Contains too much to mention here. Send P/O or cheque for 45p, made payable to Robert Corradi at 81 Brookman's Avenue, Hatfield, AL9 7QG.

WANT TO USE the ultimate Infocom helpline?? Then see latest *Soothsayer* adventure fanzine! Just £1.00 and available monthly from: John R Barnsley, 32 Merrivale Road, Rising Brook, Stafford, Staffs, ST17 9EB.

ADVENFOE, fanzine for adventure lovers, 20 adventure solutions per monthly issue. This issue includes Infocom, Level 9 and many more. Only £3.20 per issue. Send cheque/PO's to G. Kirkham, 23 Hope Stret, Ashton-U-Lyne, Ol6 9SN.

USER GROUPS

1541 DISK USER newsletter for issue 1 send a large envelope 22 cm by 16 cm with a 26p stamp to David Martin, Six Dunrobin Drive, Gourock, Renfrewshire, Scotland, PA19 1EB.

MISCELLANEOUS

JOIN THE WBFL. It's the hottest ever football league with real prizes. Send an SAE to WBFL, 259 Henley Road, Ilford, Essex, IG1 2TN, 478 0671. Don't be left out in the cold get in quick, right!

35 WORDS FOR ONLY £2.50!

Thousands of Commodore computer owners across the world read ZZAP! every month. The Reader Classifieds are your low-cost opportunity to reach them with a small ad, whether you want to buy, sell, swap or advise. And it's simple – a one-off cost for up to 35 words for £2.50. Just fill in the form below!

CLASSIFIED HEADINGS

ZZAP! Reader Classified Section is not open to trade or commercial advertisers, but Fanzines may use it. The headings are self-explanatory: **WANTED, FOR SALE, SWAPLINE, USER GROUPS, PEN PALS, FANZINES** and **EVENTS DIARY** (for club/user group news, meetings or planned events). However, be careful about ZZAP! publishing dates with the last!

HOW TO PLACE YOUR SMALL AD

Cut out and send off the form, together with your payment of £2.50 per entry form (cheques or postal orders preferably, made payable to NEWSFIELD LTD). Photocopies of the form are acceptable.

- The maximum is 35 words
- The service is not open to trade/commercial advertisers
- Small ads will be printed in the first available issue
- The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy

ZZAP! READER CLASSIFIEDS

Send to **ZZAP! READER CLASSIFIEDS, PO Box 10, Ludlow, Shropshire SY8 1DB**

Name ....

Address ....

....

.... Postcode ....

Tick Classified heading:

☐ Wanted ☐ For Sale ☐ Swapline ☐ Pen Pals ☐ User Groups ☐ Fanzines ☐ Events Diary ☐ Miscellaneous

Method of payment ☐ Cheque ☐ Postal Order

Write your advertisement here, one word per box, and include name, address and phone number if you want them printed.







Take the heroically bronzed HAWKEYE through 12 individually loaded levels of non-stop combat action, featuring real parallax scrolling, dazzling graphics and sound destined to give your ears the treat of their lives.

CBM 64/128

Cassette £9.99
Diskette £12.99 (includes free demos – The Monster Show and more!)

An addictive and beautifully presented shoot 'em up of the highest calibre! GOLD MEDAL ZZAP! 64

Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW ☎ (07356) 77261/2

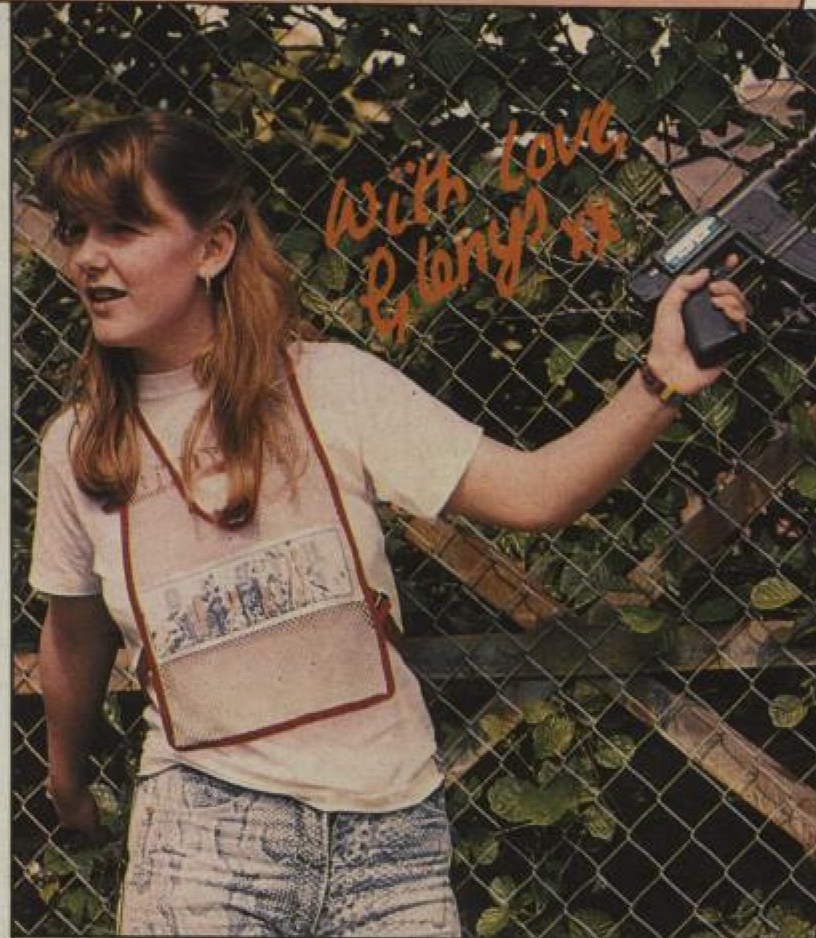
Don't miss the Gold Rush

There are 9 randomly placed GOLD RUSH games throughout the country – 3 GOLD, 6 YELLOW. If you're lucky enough to buy one then just phone THALAMUS to claim your FREE Amstrad Studio 100 (gold) or ghetto blaster (yellow).

ZZAP! WINNERS

Hello and welcome once again to the part of the magazine that states whether YOU are a winner. My results will excite, stimulate and arouse all those who read them. They will thrill and amaze. They'll titillate senses (and other bits too) and will whet your appetites to make you crave and lust for more and more. . . . .

Well, they won't really, but I had to attract your attention somehow. I'm afraid that we haven't got all the results to all the competitions held in Issue 39 because Goliath Games haven't given me a list of winners as yet but I promise they will be in next month's results for all to see. Nevertheless, we do have the results to the *Loadsamoney competition* and a photo of the *Landrover* winners, so let's get on . . .



LANDROVER JUNGLE TRACK

Gordon Houghton, our enormous Editor, and the Assistant Editor of CRASH, Kati hamza, were recently witnessed throwing up and being concussed at the Landrover Jungle Track. Here they are, after the event (which included a guided tour of the plant itself), none the worse for wear. That said, Gordon's mental state hasn't quite been the same since . . .



LOADSAMONEY COMPETITION

Gremlin were once again being one of the most generous software houses around by giving away £500 in cash to the reader who came up with a good answer to the question 'If you were given £500 in cash what would you do with it?'. Simple really? **Christopher Dann, Whitstable, CT5 3EJ** said . . .

'I wood by a dikshunary wiv it'

Not bad, huh? Well WE all thought it was quite good so he's won £500 in used notes. Amongst the other suggestions were 'invest it for 494 years so I can buy a broom cupboard near Harrods', 'Give the Scorelord a facelift, King Kong wants his bum back', and 'Donate it to the Ex-Editor mental home'. Read on and see if you're one of the 25 runners-up to whom Gremlin wanted to give away copies of *Skate Crazy* and T-Shirts. If you didn't understand that first time round, read it again s-l-o-w-l-y.

Raith William Munro, Margate, CT9 2PS; Peter Tylell, Liverpool, L4 2SB; Mark Neesam, Clifton, CV23 0DE; Phil Probyn, Chelmsford, CM3 4HT; Matt Cundy, Tavistock, PL19 9AR; Akif Khan, St. Albans, AL1 5JD; Steven Baker, Maidenhead, SL6 2DR; Mrs D P Norman, Heathfield, TN21 8AJ; Mr H Patel, Willesden Green, NW2 5TD; Daniel Carroll, New Malden, KT3 5DS; Steven Bramley, Sheffield 5, S5 7JB; Albert Gluck, Bromley, BR1 4HG; Mark Ashworth, Farnborough, GU14 9NQ; Nigel Parson, Hartlepool, TS24 8QJ; Lee Neary, Linlithgow, EH49 6LH; J Harron, Co. Tyrone, BT81 7AG; Stephen Garland, Walton, L4 6SP; Virginia Chan, Letchworth, SG6 2TB; T R Codd, Rhondda, CF42 6AW; Paul Galbraith, Sunderland, SY8 1DB; R Coumans, 6305 AM Schin Op Geul, The Netherlands; A J Green, Torquay, TQ1 3HZ; Jason Hudson, Bradford, BD6 3RL; Richard Bamforth, Mount Tabor, West Yorkshire; Leon Hurley, Bromley, BR2 9DP.



TOP 40 VOTING CHART

Winner (£40 worth of software) **C Shaw, London, N10 3HT.**

Runners Up (ZZAP! T. Shirt and cap), **Barry McGee, Glasgow, G23 6LW, Jordan Fulcher, Jesmond, NE2 2JL; Peter Blood, Tipton, DY4 9NA; Darren Murray, Bearsden, G61 2NZ.**

I'm afraid that's all I've got for you this month but next time around there should be looooads and loooads of results for all you budding competition lovers. I hope you're going to enter the competitions in this issue because there are some really good prizes on offer. Anyway, I'd better go and do some real work. Remember, any complaints write to, **GLENYS POWELL ZZAP! 64, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.** Thanks for reading.

TECHNICAL DEVELOPMENTS

THE EXPERT BACKUP CARTRIDGE

- *Most advanced backup cartridge in the world.*
- *Unlike all other backup systems the expert uses Ram, therefore the software actually loads into the cartridge and stays there until turned off. Because of this the Expert is always on top of the latest protection methods.*
- *Comes with latest 3·2R software.*

BACKING UP: No matter how the program was loaded the expert will copy from tape/tape, tape/disk, disk/disk, disk/tape. All backups saved in one file. Cartridge not needed for reloading.
MEGA UTILITIES: Disk fastloader "Boot" takes no disk space up! Loads backups in average 25 seconds. Rocket loader enables disk files to load back in an average 6 seconds! Tape backups use a reliable fastloader, reloading takes less than 2 mins. Disk version includes fast disk formatters etc..
MACHINE CODE MONITOR: The best machine code monitor available. Use it to learn machine code, a hackers dream due to the expert revealing any part of memory. Includes all usual monitor commands and more! Add pokes cheats from magazine.
PRINT OUT: Print out your machine code listings or even your favourite hires or multi-colour screens. Works on all CBM compatible printers!
SPRITE EDITOR & CUSTOMISER: Change all the sprites in a game, customise them to your needs!
EXPERT EXPRESS: Turns the Expert into a dedicated fast loading cartridge. It even loads programs over 202 blocks.
OTHER FEATURES: Integral reset button, automatic infinite lives finder, joystick auto-fire enabler, joystick part swapper.
The Expert contains no less than 26 programs on disk. We know it's the best. Try it out, you won't be dissappointed.
Please specify disk or tape when ordering.

Only £29.99

P.R.I.S. AMIGA SOUND DIGITIZER

- *As good as if not better than more expensive digitizers*
- *Easy to us, no soldering, no knobs to turn, no desk space used. In fact its at least half the size of a standard cassette!*
- *Digitally record any sound onto the Amiga, own voice, music from your tape recorder, walkman etc.*

Comes with instructions, 6·35 & 3·5 plug on jack plug adaptor for walkmans etc.
Also fully compatible with other leading software, perfect sound, Aegis audiomaster & many more.
Why pay more! PRIS offers amazing value for money. State A500, A1000 or A2000 when ordering.

Normal price £49.99

Only £38.99

When you've received you Digitizer send off for **FREE** Public Domain Sound Digitizer Software!

★ ★ ★ BARGAIN BOX ★ ★ ★

100% CBM 64 compatible datasette	£23.99
Repairable C64/64C power supply	£23.99
Slimline 64 keyboard case	£18.99
5¼ Disk notcher (use 2 disk sides)	£4.99
2 way aerial splitters	£1.99
100 size lockable 5.25 Disk Box	£8.99
80 size lockable 3.5 Disk Box	£8.99

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Tel (0274) 734678
Phone lines open 9am - 6 pm Monday to Friday only
If you need any hardware not listed ring us for a quote
Govt and school orders welcome



TAPE HEAD ALIGNER V2

- *Quick and easy way to align heads*
- *Stops many loading problems arising*
- *Works on all CBM type datasettes and all C64, 64C, 128 computers and suitable for colour or black and white TVs!*

Hundreds already sold. Why? This is the best for its price so forget more expensive 'imitators'.
Now includes special high speed loading program which makes sure you've aligned your heads correctly and still incudes **free tape head cleaner and screwdriver!**
Includes comprehensive instructions
If demagnitizer and solution is also required add £1.79 extra

Only £5.99

UNSTOPPABLE RESET CARTRIDGE

- *100% guaranteed to reset EVERY 64 game available*
- *Fits into cartridge port*
- *Protected against damaging your computer (unlike others)*
- *Works on C64, 64C, 128*
- *Quite simply the best available and comes with instructions*
- *Add pokes, cheats etc from 64 mags.*

Only £4.99





COMPETITION PRO 5000

- *Arcade Quality joystick*
- *Super sensitive micro-switches*
- *Dual fire buttons*
- *One of the most robust joysticks available*
- *RATED 97% in ZZAP 64. Convinced!*
- *A highly rated joystick. Get yours while the price is right...*

Normally £14.95

Only £12.99

DISECTION

- *High quality 5.25/3.5 disks at amazing prices*
- *All disks 100% tested and error free*
- *No quibble replacement guarantee*
- *Labels, write project tabs & sleeves included*

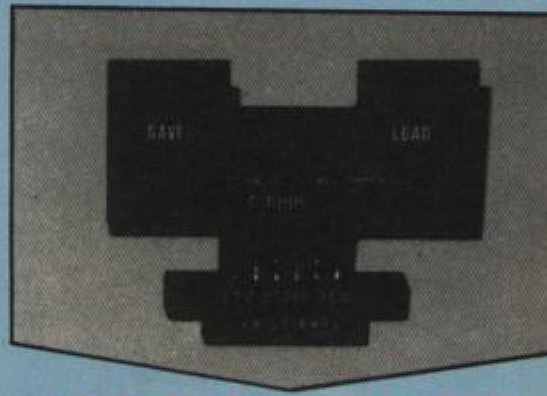
Prices include VAT and postage. **NO HIDDEN EXTRAS** (UK ONLY)
European orders add 10% to total cost of disks to cover postage, outside Europe 20%

BLANK 5.25 disks

QUANTITY	10	25	50	100
DS/DD 96 tpi	£6	£13	£22	£38
with disc box	£14	£18	£27	£43

BLANK 3.5 DISKS (Amiga/ST etc disks)

QUANTITY	10	25	50	100
DS/DD 135 tpi	£11	£25	£48	£95
with disk box	£18	£32	£54	£100



TAPE/TAPE BACKUP BOARD

- *The ultimate tape duplicator*
- *No controlling software needed*
- *Backups multi-load games*
- *Works on 64, 64C, 128, VIC20, PET*
- *Requires access to two CBM type datasettes*
- *100% successful*

Very easy to use. Backs up every tape game as it's loading. Now known as the **best** product of its type.

Only £8.99

or with CBM Type Datasette

Only £31.99

AMIGA EXTERNAL DRIVE SWITCH

- *This handy gadget enables you to disable your external Amiga drive without unplugging it!*
- *No soldering required*
- *Simply plugs into disc drive port*
- *Cures all software problems caused when the second drive is normally connected*
- *Amazing price and a must for all Amiga external drive users*

Only £9.99

PLEASE USE BLOCK CAPITALS

Technical Developments
Dept 2, 17 West View,
East Bowling, Bradford,
West Yorkshire,
England BD4 7ER

How to order...
All prices include VAT and Free postage (UK only)
Payment by:- cash, cheque/postal orders made payable to:- "Technical Developments"

Overseas ordering...
Payment:- Sterling only please
Postage charge if not stated
Europe £2.00 Outside Europe £3.00

TITLE Mr/Mrs/Miss INITIAL: .... SURNAME: ....
ADDRESS: ....
....
.... POST CODE ....

QTY	ITEM	PRICE

TOTAL INC. POSTAGE (Free for UK) £

THE ZZAP! READERS CHARTS



GAMES TOP 20

1	*(3)*	BUBBLE BOBBLE	*Firebird*
2	*(6)*	BUGGY BOY	*Elite*
3	*(►)*	IMPOSSIBLE MISSION II	*US Gold/Epyx*
4	*(1)*	CALIFORNIA GAMES	*US Gold/Epyx*
5	*(2)*	SEUCK	*Outlaw*
6	*(4)*	PROJECT STEALTH FIGHTER	*Microprose*
7	*(13)*	IKARI WARIORS	*Elite*
8	*(16)*	TARGET RENEGADE	*Imagine*
9	*(►)*	BIONIC COMMANDO	*GO!*
10	*(RE)*	THE LAST NINJA	*System 3*
11	*(5)*	PLATOON	*Ocean*
12	*(9)*	CYBERNOID	*Hewson*
13	*(15)*	STRIKE FLEET	*Electronic Arts/Lucasfilm*
14	*(11)*	IO	*Firebird*
15	*(26)*	DEFENDER OF THE CROWN	*Mirrorsoft*
16	*(18)*	HUNTER'S MOON	*Thalamus*
17	*(►)*	GRYZOR	*Ocean*
18	*(20)*	4TH & INCHES	*Accolade*
19	*(21)*	PAC-LAND	*Grandslam*
20	*(22)*	SKATE OR DIE	*Electronic Arts*

MUSIC TOP 10

1	*(1)*	DELTA	*Rob Hubbard*
2	*(2)*	SKATE OR DIE	*Rob Hubbard*
3	*(4)*	DRILLER	*Matt Gray*
4	*(5)*	WIZBALL	*Martin Galway*
5	*(►)*	PARALLAX	*Martin Galway*
6	*(3)*	BMX KIDZ	*Rob Hubbard*
7	*(7)*	TETRIS	*Hagar*
8	*(6)*	ARCADE CLASSICS	*Rob Hubbard*
9	*(9)*	I, BALL	*Rob Hubbard*
10	*(10)*	SANXION	*Rob Hubbard*

COIN-OP TOP 10

1	*(4)*	VULCAN VENTURE	*Konami*
2	*(3)*	BLASTEROIDS	*Atari*
3	*(1)*	AFTERBURNER	*Sega*
4	*(2)*	BUBBLE BOBBLE	*Taito*
5	*(5)*	R-TYPE	*Irem*
6	*(10)*	DOUBLE DRAGON	*Taito*
7	*(8)*	PAC-MANIA	*Atari*
8	*(6)*	ROAD BLASTERS	*Atari*
9	*(►)*	SOLDIER OF LIGHT	*Taito*
10	*(►)*	GALAGA '88	*Namco*

VIDEO TOP 10

1	*(2)*	BLADE RUNNER
2	*(1)*	ALIENS
3	*(RE)*	ROXANNE
4	*(►)*	RADIO DAYS
5	*(►)*	WISH YOU WERE HERE
6	*(►)*	HELLRAISER
7	*(5)*	PLATOON
8	*(6)*	A NIGHTMARE ON ELM STREET III
9	*(4)*	BEVERLY HILLS COP II
10	*(7)*	THE FLY

NAME ....
ADDRESS ....
....
....
POSTCODE ....

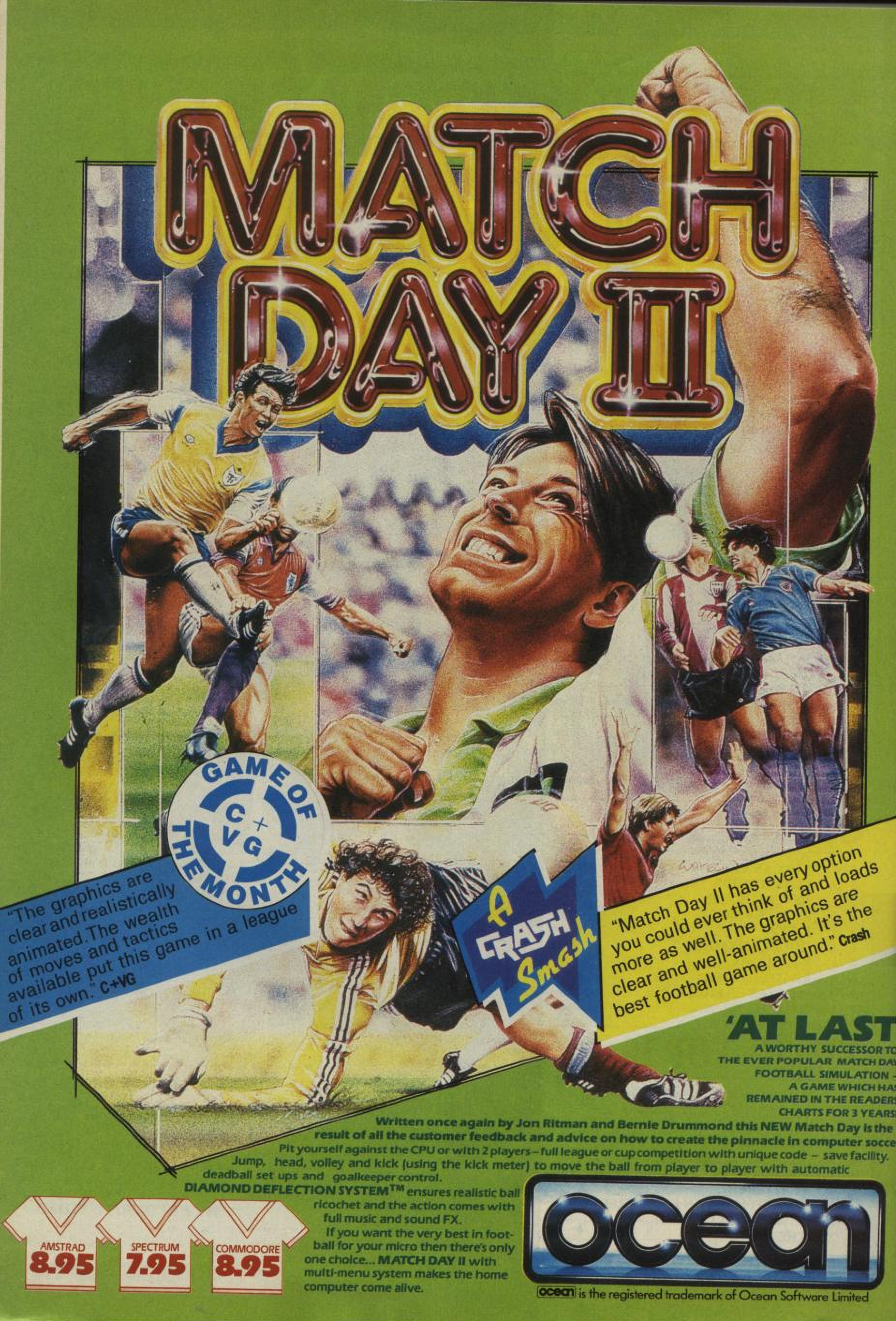
MY TOP FIVE GAMES ARE:
1: ....
2: ....
3: ....
4: ....
5: ....

MY FAVOURITE PIECE OF 64 MUSIC IS:
....

MY FAVOURITE ARCADE GAME IS:
....

MY FAVOURITE VIDEO IS:
....

SEND TO **ZZAP! CHARTS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB**


MATCH DAY II
GAME OF THE MONTH C+VG
"The graphics are clear and realistically animated. The wealth of moves and tactics available put this game in a league of its own." C+VG
A CRASH Smash
"Match Day II has every option you could ever think of and loads more as well. The graphics are clear and well-animated. It's the best football game around." Crash
'AT LAST'
A WORTHY SUCCESSOR TO THE EVER POPULAR MATCH DAY FOOTBALL SIMULATION – A GAME WHICH HAS REMAINED IN THE READERS CHARTS FOR 3 YEARS!
Written once again by Jon Ritman and Bernie Drummond this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.
Pit yourself against the CPU or with 2 players – full league or cup competition with unique code – save facility.
Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.
DIAMOND DEFLECTION SYSTEM™ ensures realistic ball ricochet and the action comes with full music and sound FX.
If you want the very best in football for your micro then there's only one choice... MATCH DAY II with multi-menu system makes the home computer come alive.
AMSTRAD 8.95
SPECTRUM 7.95
COMMODORE 8.95
ocean
ocean is the registered trademark of Ocean Software Limited

COMING SOON TO A MONITOR NEAR YOU

Those German fellows at Rainbow Arts who won a Gold Medal in ZZAP! Issue 39 with *Great Giana Sisters*, are about to release a shoot 'em up called *Katakis*, again under the auspices of GO!

If you were inclined to compare *Giana Sisters* with *Super Mario Brothers*, you might find yourself wont to say that *Katakis* draws inspiration heavily from the coin-op, *R-Type*. No doubt you're all a bit sceptical about a comparison between such an arcade mega-game and another horizontal scroller on the 64, but maybe you can get an impression of how good the game is if we say that after receiving our demo copy, we were coming into the office at week-ends to play it!

The game comprises 12 varied and beautifully-detailed levels

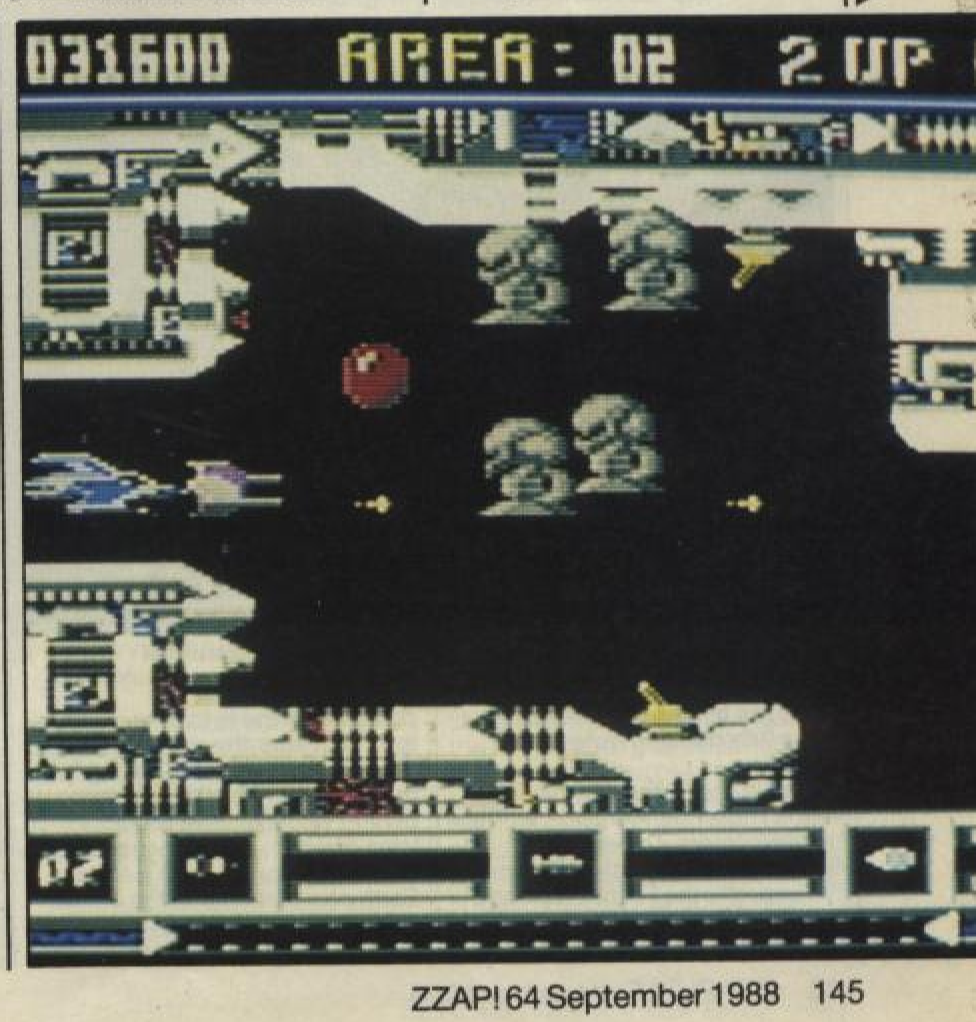




▲ Pulsing organisms cower under transparent domes in one of *Katakis*' more lurid landscapes



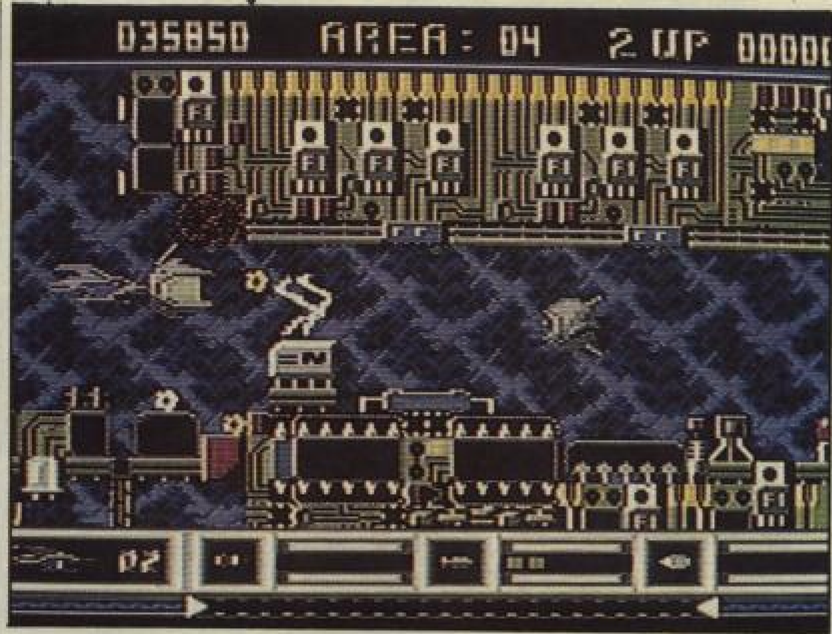
▼ Another end-of-level beast – heralding the termination of level eight.



▼ Bouncing *Alien*-esque beasts block the way through the second stage of *Katakis* ▶

infested by 15 alien types and the obligatory giant, end-of-wave alien. As in *R-Type*, the player can pick up a vast array of armament, including lasers, homing rockets, bouncing beam and missile weapons and shields. These are awarded on the collection of coloured spheres or weapons pods which yield indestructible drone ships to attach to the front or rear of the player's ship, or launch forward wreaking advanced havoc on the alien surroundings. *Katakis* has an alternating two-player option, as well as a simultaneous team-play facility, which allows one player to control the main craft, and the other to control the movements of the drone ship.

Katakis isn't going to be released until September, but when it is, you better make sure you have £8.99 ready to fork out, because it's going to be BIG!



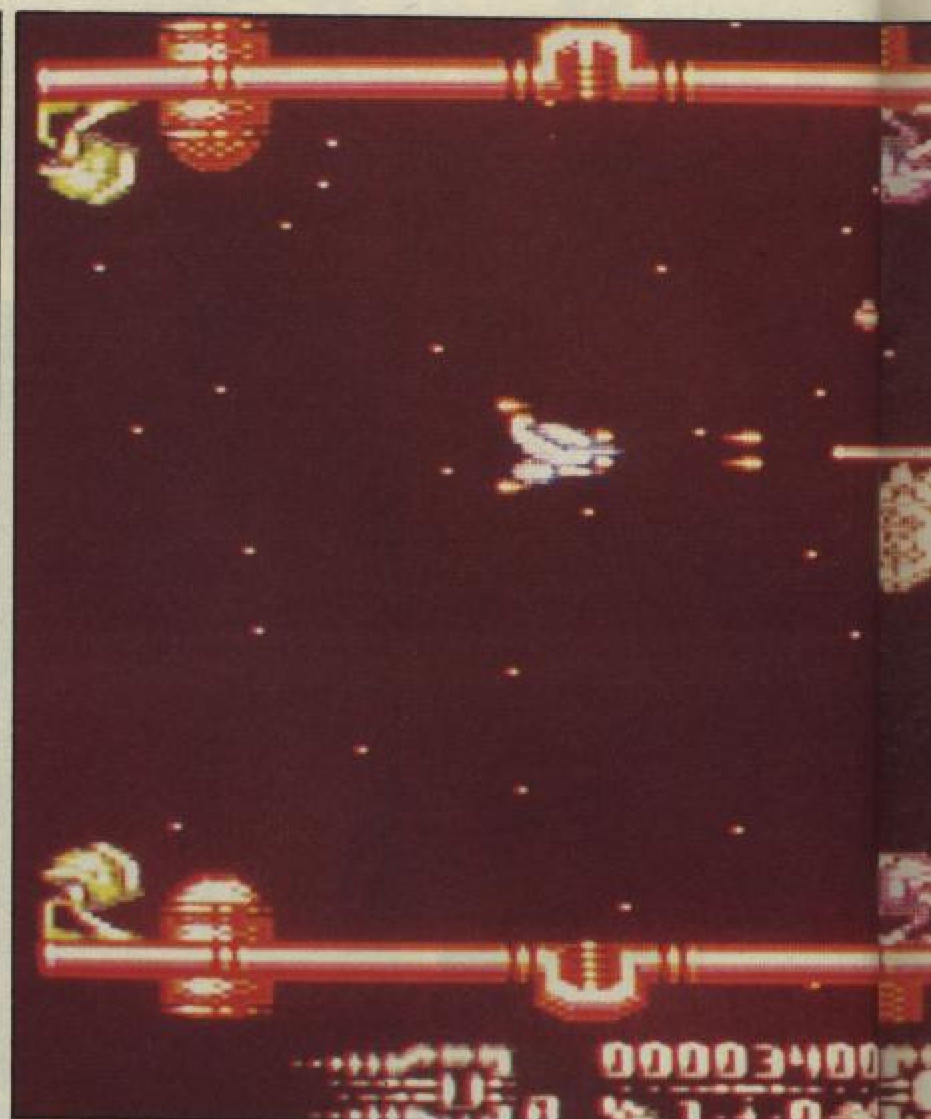
▲ Level four's triple layer parallax scrolling will make you gasp



▲ This is the welcoming committee for level three. Friendly they ain't!



▲ With shields activated these aliens shouldn't present too much of a problem




▲ Those aliens look too good to destroy . . . almost!

Needless to say, we'll be giving you a fully detailed review next month.

Also in the *R-Type/Nemesis* vein is Thalamus' *Armalyte*, written by newcomers, Cyberdyne Systems – it's broadly hailed as the sequel to the Fasoulas arcade-quality classic *Delta*. The plot is as yet unspecified, but at time of press the game is to take place in the years after the destruction of the H'Siffan forces in *Delta*. After their demise, the H'Siffans left behind valuable alien artifacts, tales of which have reached the ears of the chairman of a certain Earth corporation (not Paul Cooper?), who, lusting after the lost wealth, hires a pair of mercenaries to claim it for him.

One or two players can each take the controls of a mercenary ship, flying through five beautifully-defined horizontally-scrolling levels, populated by some of the best looking alien sprites we've ever seen. As usual, there is an enormous arsenal to kit out your ship with, and an *R-Type* mega-weapon which comes in particularly handy for rubbing out some rather ferocious end-of-level aliens.

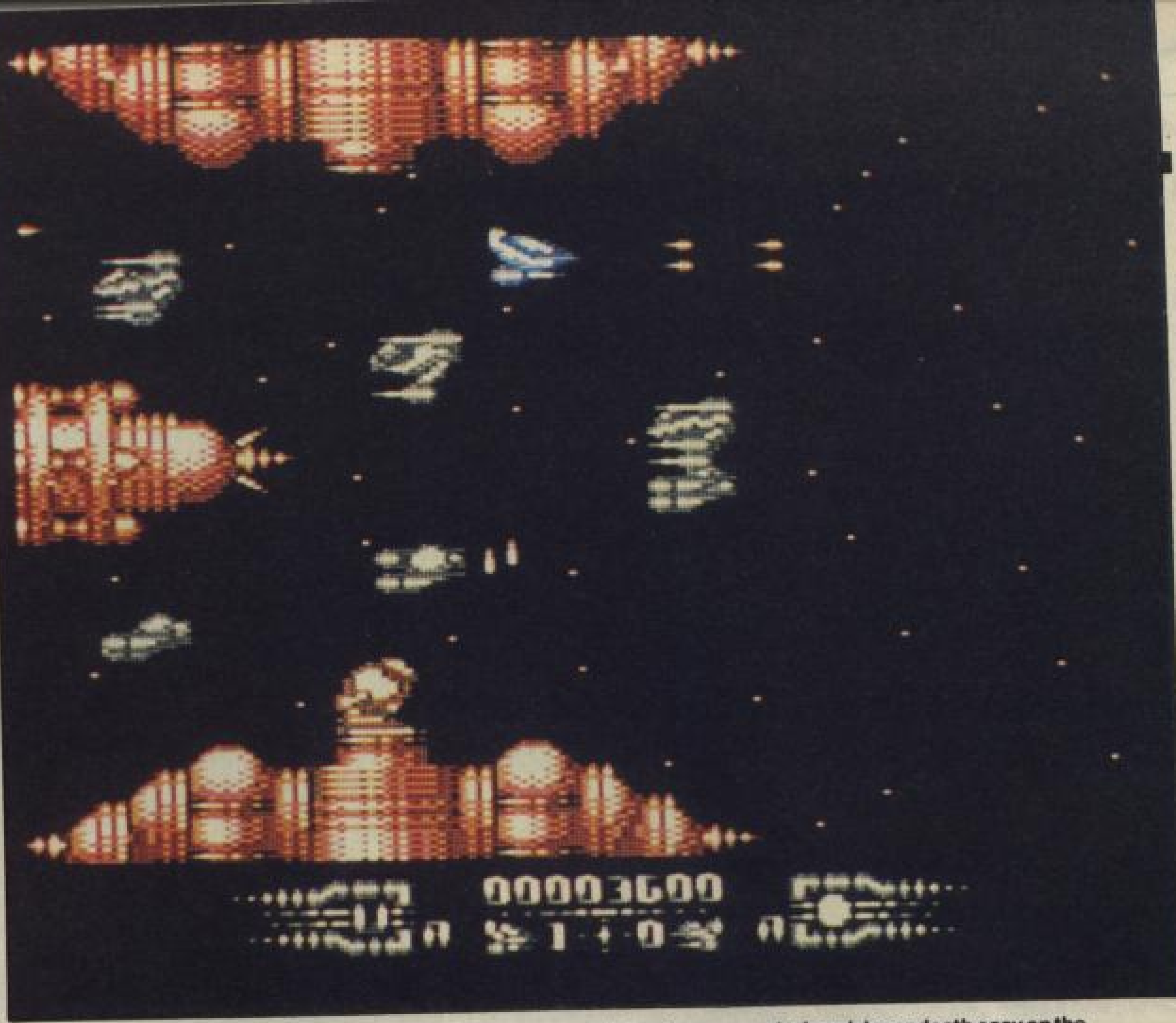
The copy we saw only lacked a few levels and the game's music, (which, incidentally, is being written by none other than ZZAP! diarist, Martin 'McCartney' Walker), so hopefully we'll be reviewing this mega-game next issue.

Back down to Earth and in a completely different vein is an upcoming soccer game from Audiogenic, going by the name of *Emlyn Hughes International Soccer*. Anyone looking at the screenshots on this page could be forgiven for thinking the game was Commodore's elderly *International Soccer*, a comparison which Audiogenic's Peter Calver is well aware of; but he was keen to point out that enhanced graphics would have taken up memory better used for the game's many advanced play techniques. These include variable passing and shot distances at three different heights, backheeling the ball, realistic player motion, sidestepping and barging, diving headers, sliding tackles, corners and throw-ins.

EHIS also enters into the realms of *Football Manager* games, by



▲ The mega-weapon misses! Notice the cohorts of bipedal walkers which cause big problems for anyone going too close to the top or bottom of the screen



▲ Gorgeous metallic landscapes make harsh laser death easy on the eye in *Armalyte*

allowing you to specify your own teams and the players in your squad, and giving each member of the team different abilities, such as pace. The abilities of the player under control are displayed above the pitch, showing, for example, whether or not your player can outrun the computer's.

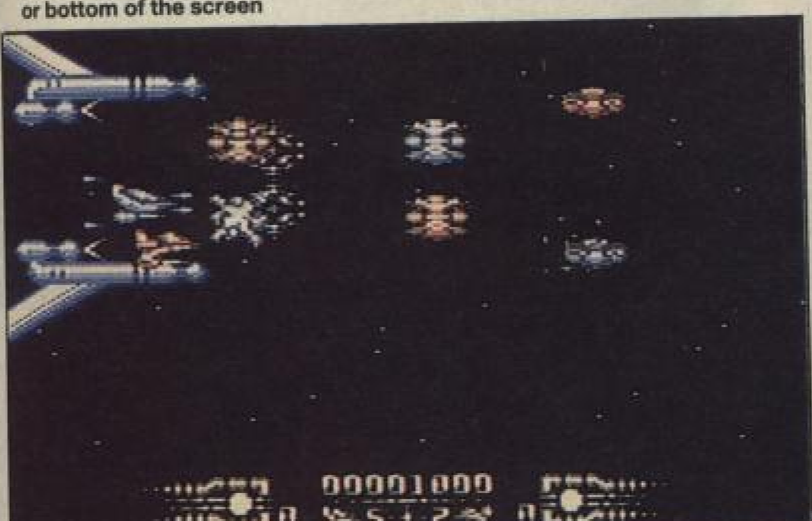
Audiogenic are also hoping to include further player skills, and also planned are different match types, from League to Cup games, and the inclusion of free kicks and penalties.

Among the game's other facilities are a practice mode – which allows the development of playing skills with no interference from the opposing team – a two player team option and variable match lengths. Surprisingly enough, all these features are managed without the need for tiny gauges, and there has been no noticeable compromise in speed of play as there was in Ocean's *Match Day 2*. The overall impression given by our preview copy was one of a very playable football game which could outclass the best of the rest. *Emlyn Hughes' International Soccer* should be available some time in September, and it's one game the football-crazy members of the ZZAP! staff are very much looking forward to reviewing in an imminent issue. Phew. That sentence was a tad tortuous.

Another footballing mega-star who has signed his name up to a software house is Gary Lineker, whose *Superstar Soccer* was released by Gremlin to a lukewarm reception from ZZAP! late last year. Gremlin's latest Gazza game is to be called *Gary Lineker's Super Skills*, and has dedicated Mr Lineker working on his fitness and ball skills while everyone else in Spain is having a siesta.

One or more players can participate in nine tests of footballing adroitness which begin in the gym: here Gaz must satisfy his coach that when it comes to push ups, squat thrusts, weight-lifting and monkey bar activities, he can hold his own with the best of 'em. Ball juggling comes next, a section in which our Gary improves his ball control and sharpness by keeping a football in the air for as long as possible.

If he should succeed at these, everyone's favourite Leicester City son can move out into the sunshine, where he practises field work. Dribbling, chipping and shooting abilities all come under scrutiny, and penalty practice is also catered for. ▶



▲ Emerging from the confines of a large metallic structure in Thalamus' *Armalyte*

▼ The keeper dives for the ball but it's still in play! Nail-biting goal-mouth incidents in *Emlyn Hughes International Soccer*





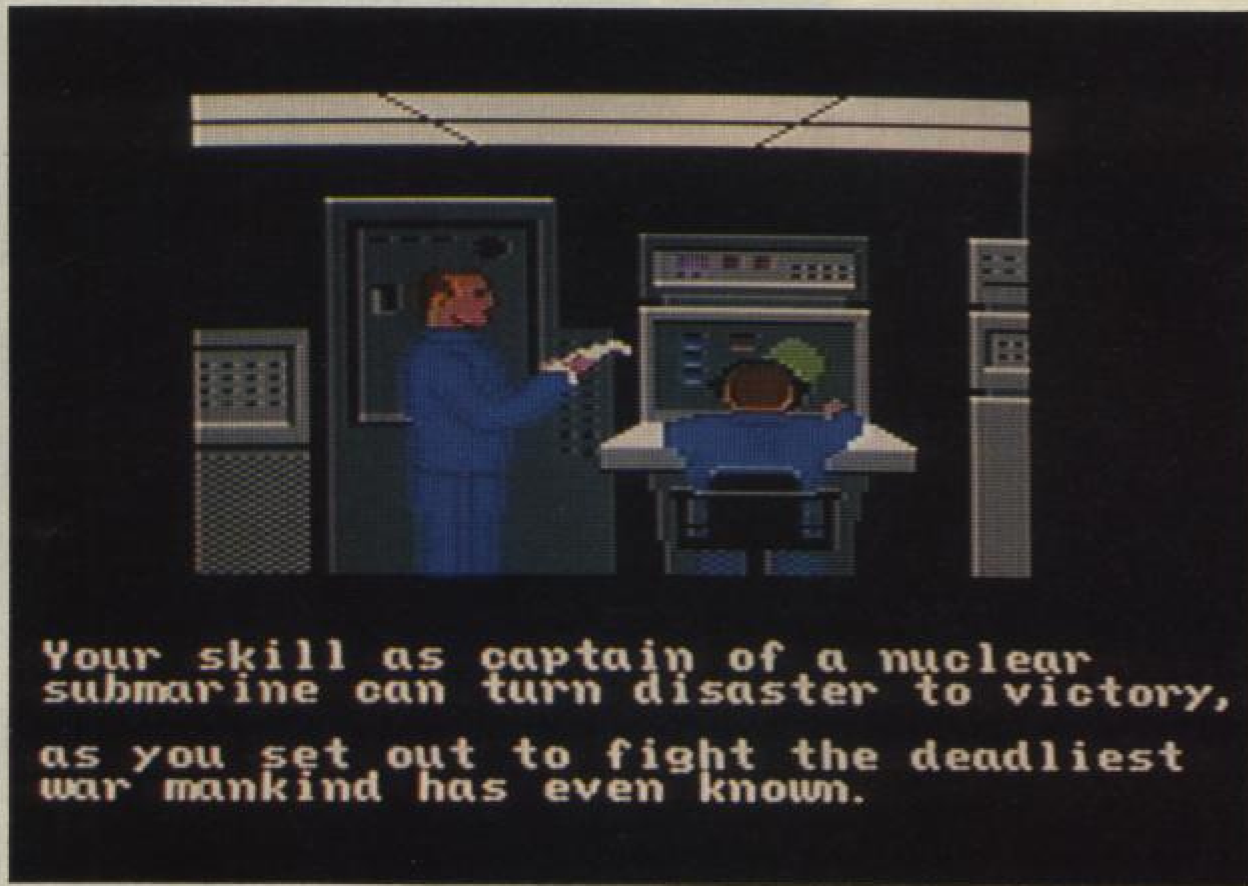
▲ 'EEEYYYHH! COME ON TEEEAM!' Yeah, well, it sounded a *bit* like Emlyn Hughes

All these event-thingies are played at one of three skill levels, which can be set each time. If the going gets too tough, you will be warned of Gary's imminent exhaustion or coronary on displays which monitor pulse and energy level. The latter can be boosted with a quick swig of glucose.

If Gremlin's release schedule is anything to go by, *Gary Lineker's Super Skills* should be on the shelves as you read this, but the wise monkeys among you may feel safer reading the ZZAP! review first (which should be in the next issue. Honest.)

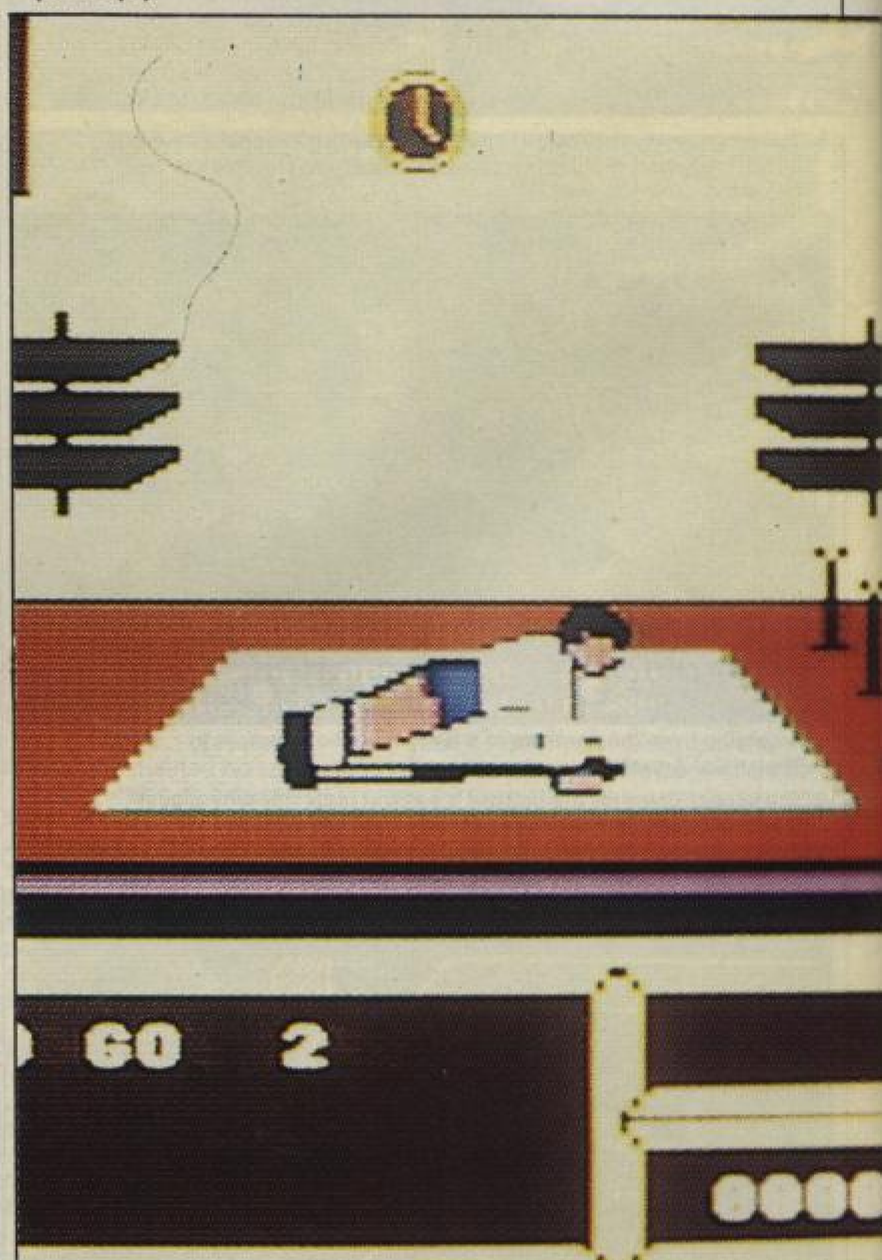
Finally, we have Microprose's long-awaited licence of Tom Clancy's novel *Red Storm Rising*, which centres on the running of a US nuclear submarine patrolling the Arctic Circle at the beginning of World War Three. With an eye to capturing the rich oil fields of the Persian Gulf, the Russians are using an invasion of Germany and Iceland as an initial diversionary tactic, and it is the task of the sub's commander to destroy Soviet naval vessels which are designated a threat to NATO. Iffy stuff, eh?

Coming as it does with a wealth of information on tactics and various items of war hardware, *Red Storm Rising* looks like being Microprose's most involved simulation yet. The release date is set very soon and, as the saying goes, we should have a full review next issue.

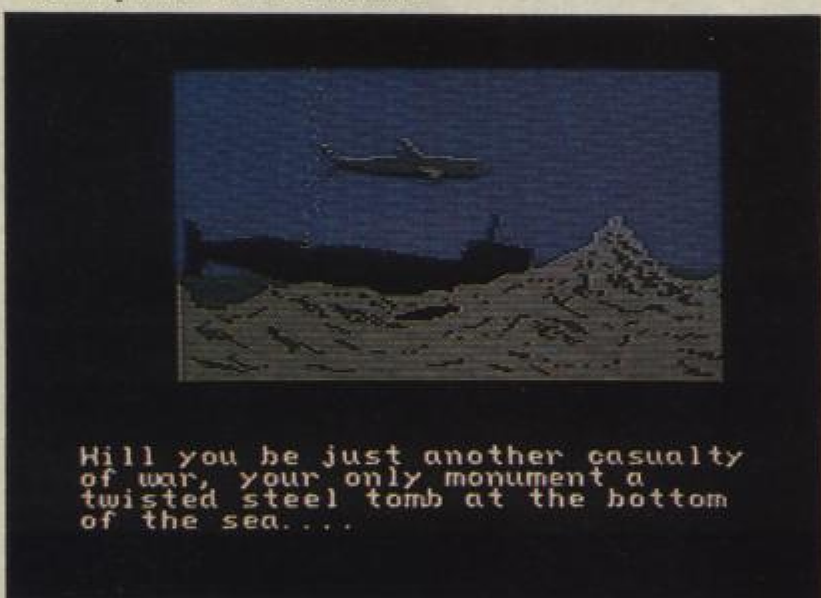


▲ The nerve centre of the nuclear submarine depicted in the demo of Microprose's *Red Storm Rising*

▼ You can't keep a good Gaz down (or up, seeing as he's doing press-ups).



▼ *Red Storm Rising* waxes lyrical on the fate of those who don't drive carefully in their nuclear submarines





Evesham Micros

All prices include VAT/delivery

OCEANIC OC-118

Previously sold as 'Excelerator Plus'



A superb package representing extremely good value for money, combining the Oceanic OC-118 disk drive (previously sold as 'Excelerator+') and the sophisticated GEOS system. Said by COMPUTE's Gazette to have "dramatic improvements over the 1541 in quality and reliability", the drive is a stylish and attractive compact unit featuring a direct drive motor and its own external power supply. GEOS brings the power of a graphic interface and integrated disk turbo to your '64 and includes geoPAINT, a graphic workshop, geoWRITE, a WYSIWIG word processor and many Desk Accessories. Many more extensions available - see below.

Oceanic OC-118 & GEOS £129.95

Oceanic OC-118 & GEOS plus *Freeze Machine* £149.95

GEOS Applications

GEOS 64	£24.95	GEOPUBLISH	£32.95
GEOFILE	£24.95	GEOPROGRAMMER	£32.95
GEOCALC	£24.95	GEOS 128	£32.95
DESKPACK+ 64/128	£21.95	GEOWRITE WORKSHOP 128	£32.95
GEOWRITE WORKSHOP	£24.95	GEOCALC 128	£32.95
FONTPACK+ 64/128	£16.95	GEOFILE 128	£32.95
GEOSPELL	£16.95		

ATARI® ATARI®

SUMMER PACK OFFER!

Special offer from Atari! Package contains 520 STFM computer with internal 1 Meg floppy drive, mouse, joystick, five disks of public domain software and 22 leading games titles!

Games supplied are: Winter Olympiad '88, Mousetrap, Slapfight, Defender of the Crown, International Karate, Trailblazer, Enduro Racer, Arkanoid, Warlock, Marble Madness, Rampage, Eagle's Nest, Plutos, Leviathan, Supersprint, Ranarama, Strike Force Harrier, Tetris, Q-Ball, Roadwars, 3D Galax and Chopper X (total retail value £413.94).

Only £349.00

Hurry before the offer closes!

How to order

All prices VAT/delivery inclusive
Next day delivery £5.00 extra
Send cheque, P.O. or ACCESS/VISA details
Phone with ACCESS/VISA details
Govt., educ. & PLC official orders welcome
All goods subject to availability E.&O.E.
Open to callers 6 days, 9.30-5.30
Telex: 333294 Fax: 0386 765354

Evesham Micros Ltd
63 Bridge Street
Evesham
Worcs WR11 4SF
Tel: 0386 765500

Also at: 1762 Pershore Rd., Cotteridge, Birmingham, B30 3BH Tel: 021 458 4564

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	CASS	CBM 64 DISK
ACE 2	6.50	9.95
AAARGH	6.95	9.95
AMERICAN CIVIL WAR		14.25
ALLSTARS (EDGE)	6.00	
ALIEN SYNDROME	6.50	9.95
ADV TACT FIGHTER	6.50	9.95
ARCADE ALLEY	6.50	9.95
ARCTIC FOX	6.95	10.45
APOLLO 18	6.95	10.45
AIRBORNE RANGER	10.45	13.95
ARMY MOVES	3.50	
ARCADE FORCE FOUR	6.50	9.95
ATHENA	3.50	
ARKENOID 2 REVENGE	6.00	9.95
BATTLEFRONT		14.25
BATTLE IN NORMANDY		14.25
BEACH BUGGY SIM	1.75	
BOMBJACK	1.75	
BRAINSTORM	1.75	
BATTLE VALLEY	2.75	
BEYOND ICE PALACE	6.50	9.95
BLOOD BROTHERS	6.50	10.45
BIONIC COMMANDO	6.50	9.95
BAD CAT	6.95	9.95
BEST OF ELITE VOL 1	4.50	
BOBSLEIGH	6.50	
BARBARIAN 1 & 2	6.95	10.45
BLACKLAMP	6.00	9.95
BEDLAM	6.50	9.95
BUGGY BOY	6.50	9.95
BARDS TALE 1 & 2	6.95	10.45
BARDS TALE 3		10.45
BANGKOK KNIGHTS	6.50	9.95
BUBBLE BOBBLE	6.00	8.95
BLOOD VALLEY	6.95	9.95
BOUNCES	2.00	
B'DASH CON KIT	5.00	
CAARIER COMMAND	9.95	13.95
CARRIERS AT WAR		14.25
CHUBBY GRISTLE	6.95	
CROSSWIZE	6.00	9.95
COMBAT SCHOOL	6.00	8.95
CHAMP SPRINT	6.50	9.95
CALIFORNIA GAMES	6.95	9.95
CYBERNOID	6.95	
CHUCK YEAGER	6.95	10.45
CHESSMASTER 2000	6.95	10.45
DALEY THOMPSON 88	6.00	9.95
DARK SIDE	6.50	9.95
DREAM WARRIOR	6.50	9.95
DEFLEKTOR	6.95	9.95
DESOLATOR	6.95	9.95
DEJA VU		13.95
DRILLER	9.95	13.95
DEFENDER OF CROWN	8.95	11.95
DEMON STALKER	6.95	10.45
DARK SCEPTRE	6.00	8.95
DRAGONSLAIR 1 or 2	3.00	
DRUID	2.00	3.00
EDDIE EDWARDS SKI	6.50	9.95
EMPIRE STRIKES BACK	6.50	9.95
EUROPE ABLAZE		14.25
EURO 5 A SIDE	1.75	
ECHELON	6.95	9.95
ENLIGHTENMENT	2.95	4.95
ELITE 6 PACK 1 OR 2	6.50	9.95
ENDURO RACER	6.50	9.95
ELITE	9.95	11.95
EYE	2.95	4.95
EARTH ORBIT STATION		12.95
4TH & INCHES	6.95	9.95
FLYING SHARK	5.00	9.95
FRANK BRUNO	1.75	
FLASHPOINT	6.00	9.95
FRIGHTMARE	6.50	9.95
FIREFLY	6.00	9.95
FOOTBALL DIRECTOR	6.00	
F15 STRIKE EAGLE	6.50	9.95
FOOTBALL MANAGER	2.95	6.95
FOOTBALL MANAGER 2	6.95	9.95
FIVE COMPUTER HITS	3.50	
FUTURE KNIGHT	2.00	
FREDDY HARVEST	3.00	
FLINTSTONES	6.50	9.95
FROSTBYTE	2.00	
FIVESTAR 1,2 OR 3	6.95	
GT GIANA SISTERS	6.95	8.25
G LINEKER SKILLS	6.95	8.95
GUTZ	6.00	
GOTHIK	6.00	9.95
GAUNTLET 2	6.50	9.95
GOTHIK	6.00	
GUNSMOKE	6.95	8.95
GRYZOR	6.00	8.95
GAME SET & MATCH	8.95	11.95
GARFIELD	6.50	
GUILD OF THIEVES		13.95
GUNSHIP	9.50	13.95
HALLS OF MOTEZUMA	14.25	
HOPPIN MAD	6.95	9.95
HERCULES	6.95	9.95
HEADCOACH	2.95	
HEAD OVER HEALS	3.50	
HYPERBALL	1.50	
INFILTRATOR 2	6.95	9.95
I O	6.25	9.95
INT SOCCER	6.50	9.95
IMPACT	6.50	
JINKS	6.95	8.95
JEWELS OF DARKNESS	9.00	11.95
KONAMI COLLECTION	6.50	
KNIGHTMARE	6.50	9.95
KARNOV	6.50	9.95
KNIGHTGAMES 2	9.95	9.95
KNIGHTORC	9.95	9.95
LIVE AMMO	6.50	9.95
LAST NINJA	6.50	9.95
LAST NINJA 2	8.50	9.95
LAZER SQUAD	6.95	9.95
MARAUDER	6.95	9.95
MICKEY MOUSE	6.95	9.95
MADBALLS	6.00	
MAGNIFICENT 7	6.50	12.95
MINDFIGHTER	9.95	13.95
MORPHEUS	9.95	11.95
MATCH DAY 2	6.00	9.95
MEGA APOCALYPSE	6.50	9.95
MUSIC SYSTEM	10.00	30.00
MINI PUTT	6.95	10.45
MAGNETRON	5.95	9.95
19 BOOTCAMP	6.95	9.95
NIMITZ	6.95	10.45
NIGEL MANSELL GP	6.95	10.45
NEBULUS	6.50	9.95
NOW 5	6.50	
NORTH STAR	6.50	9.95
NODES OF YESOD	2.00	
OPERATION WOLF	6.00	9.95
OUTRUN	6.50	9.95
OH NO	2.75	
PETER BEARDSLEY	6.95	9.95
POWER PYRAMIDS	6.95	
PATTON VS ROMMEL	10.45	
PANDORA	6.50	9.95
PACLAND	6.00	9.95
PLATOON	6.50	9.95
PREDATOR	6.50	9.95
PSYCHO PIG UXB	6.95	9.95
PINK PANTHER	6.50	9.95
PHM PEGASUS	6.95	10.45
PAWN		13.95
PIRATES	9.95	13.95
POWER AT SEA		10.45
PAPERBOY	3.00	
RACE AGAINST TIME	4.95	
ROAD BLASTERS	6.95	9.95
RIMRUNNER	6.00	8.95
REACH FOR THE STARS		14.25
ROMMEL		14.25
RAMPAGE	6.50	9.95
RASTAN SAGA	6.50	9.95
ROADWARS	6.50	9.95
RYGAR	6.00	9.95
ROLLING THUNDER	6.95	9.95
RENEGADE	6.00	9.95
RINGWARS	6.50	9.95
RED OCTOBER	9.95	13.95
REVS +	6.50	9.95
ROBIN OF WOOD	1.50	
SALAMANDER	6.25	
SUMMER OLYMPIAD	6.50	9.95
SOLDIER OF LIGHT	6.50	9.95
SKATECRAZY	6.95	9.95
SALAMANDER	6.25	
SAMURAI WARRIOR	6.00	9.95
STAR WARS	6.50	9.95
SIDEARMS	6.95	9.95
STREETFIGHTER	6.95	9.95
SINBAD & THRONE		9.95
STUNTBIKE SIM	1.75	
SUPER ICE HOCKEY	5.00	
STRIP POKER 2	6.95	9.95
STREET BASKETBALL	6.95	9.95
SOLID GOLD	6.95	9.95
STARGLIDER	9.95	11.95
SENTINEL	2.95	3.95
SIDEWIZE	3.00	
SILENT SERVICE	6.50	9.95
SUPERSPRINT	6.50	9.95
SILICON DREAMS	9.50	9.95
720°	6.95	8.95
SHOOT EM UP CON KIT	9.95	13.95
STEALTH FIGHTER	9.95	13.95
SKATE OR DIE	6.95	10.45
6 PACK VOL 1, 2 OR 3	6.50	9.95
SPY V SPY ARTIC	2.00	
3 STOOGES		10.95
TEST DRIVE	6.95	10.45
TIMESCANNER	6.95	10.45
TIME STOOD STILL	6.00	9.95
TRAIN ESCAPE	6.95	10.45
TO HELL & BACK	6.95	9.95
TANGENT	2.75	
THE GAMES WINTER	6.95	9.95
TRIGGER HAPPY	6.95	9.95
TROLL	6.50	8.95
TIME & MAGIK	9.95	9.95
TRACKSUIT MAN	6.95	9.95
TRANTOR	6.95	9.95
TARGET RENEGADE	6.00	
THUNDERCATS	6.50	9.95
TERRAMEX	6.50	9.95
TETRIS	6.50	9.95
TAIPAN	3.50	
UNITRAX	6.95	9.95
VAMPIRES EMPIRE	6.95	8.95
VINDICATOR	6.95	9.95
VIRUS	6.95	9.95
VIXEN	6.95	10.45
VENOM	6.50	9.95
WIZRD WARZ	6.95	9.95
WORLD CLASS LEADERB	6.95	9.95
WONDERBOY	6.50	9.95
WORLD TOUR GOLF	8.00	9.95
WIZBALL	3.50	
WE ARE THE CHAMPS	6.50	12.95

Please send cheque/PO/Access Visa No. and expiry date to:
TRYBRIDGE LTD, 72 NORTH STREET, ROMFORD, ESSEX RM1 1DA
Please state make and model of computer when ordering.
P&P inc. UK on orders over £5.00.
Less than £5.00 and Europe add £1.00 per item.
Elsewhere please add £2.00 per item for airmail.
TEL. ORDERS: 0708 765271

THE AMAZING ZZAP! 'CLICK-FLASH' COMPETITION



WIN A REALLY GOOD CAMERA AND 10 SYSTEM 3 GOODIE BAGS

This month's issue sees System 3 being awarded a Sizzler for their latest martial arts spectacular *Last Ninja 2.* Flushed with pride, they generously decided that readers of a magazine with such good taste (crawl, crawl) should be rewarded. The powers that be at ZZAP! Towers (well, the Ed at any rate) guided an unfortunate Comps minion to a chair, strapped me down and said, 'Last Ninja competition – and *pronto!*'.

Left alone in a small cupboard, yours truly, Maff Evans, struggles for inspiration. After a long, ponderous interval, INSPIRATION!

Where is *Last Ninja 2* set? New York.
Where do Ninjas come from? Japan.
What do all Japanese tourists in New York carry? *Cameras!*

What we have up for grabs here is a whopping great super-duper (in other words, quite good) Nikon F-401 Autofocus SLR camera, with built in flashgun, motorwind, superfast autofocus system and a 50mm f1.8 AF lens (whatever that is!). Wooh! Hey! Fab!
So what do you lucky, lucky people have to do? Well I'll tell you . . .

The dark and mysterious one in *Last Ninja 2* is transported a thousand years forward in time to modern day New York. What we want you to do is imagine that a similar thing happens to you – yes *you* – as you are jetted forwards (or backwards) in time. How does it happen? Where do you end up? Who do you meet? What kind of underpants do they wear? Oh, and *please* don't give us that 'I woke up and it was all a dream' rubbish – we want atmosphere, passion, *drama, EXCITEMENT!* Sorry, I'll just calm down. Ahem.

Stories of about 500 words will do just fine, the best winning the camera and the next ten bestest receiving System 3 goodie bags (posters, badges, and the like). Send your literary masterpieces to:

**GIMME DAT DER CAMERA COMPETITION,
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE,
SY8, 1DB**

to arrive by the 16th September. No later, mind or it just won't count. *Having finished his task, the humble minion leaves his cupboard, only to be beaten senseless with plastic Ninja swords by merciless fellow-reviewers.*


23 WAYS TO ACHIEVE SPORTING IMMORTALITY
FIGURE SKATING
100M DASH
SPEED SKATING
HOT DOG
FREESTYLE RELAY (SWIMMING)
SKI JUMP
BOBSLED
TRIPLE JUMP
ROWING
JAVELIN
SHOW JUMPING
HIGH JUMP
FENCING
CYCLING
SUMMER GAMES I & II – Brand New on Spectrum and Amstrad
Screenshots taken from CBM 64/128, Spectrum and Amstrad formats.
GOLD SILVER BRONZE
EPYX
23 EVENTS
CBM 64/128 £14.99c, £17.99d
SPECTRUM £14.99c, +3 £17.99d
AMSTRAD £14.99c, £24.99d
U.S. Gold Ltd
Units 2/3 Holford Way Holford,
Birmingham B6 7AX. Tel: 021 356 3388
EPYX
U.S. GOLD
CANOEING
POLE VAULT
BIATHLON
GYMNASTICS
FREE SKATING
100M FREESTYLE (SWIMMING)
SKEET SHOOTING
4 x 400M RELAY
DIVING



FORTHCOMING ATTRACTIONS . . .

WOW! COR BLIMEY! IF THAT ISN'T A CASSETTE ON THE COVER OF ZZAP! I'M A ONE-LEGGED SCOTTISH BELLY DANCER!!

. . . Is just one of the things you'll be saying when you see a tape stuck to your copy of next month's ZZAP! But you'll be left speechless when you discover that the tape bears a playable demo of one of the best games of the year! PHEW–EE!

PC SHOW SUPPLEMENT

ZZAP! brings you advance information on the who, what, where and why of the show of the year.

16-BIT SPECIAL

Keen to review anything they can get their hands on, the ZZAP! lads grab an Amiga and review the stuff that 16-bits are made of.

TEN PAGE BUDGET SPECIAL

Loads of games at pocket money prices.

THE ZZAP! CHALLENGE

New boy, Maff 'Well Rad' Evans is strapped into the Scorelord's hot seat – will he end up with his trousers burned? Who knows? Not us . . . Nor any of our readers, we suspect . . . So why are we asking you again?

AND NATURALLY, OUR REGULARS . . .

. . . PG's Tips, The Harlequin, Manoeuvres and piles of reviews including GO!'s KATAKIS, Thalamus' ARMA-LYTE, Elite's AQUABLAST and OVERLANDER, Epyx's LA CRACKDOWN, Tynesoft's SUMMER OLYMPIAD, Ocean's DALEY THOMPSON'S OLYMPIC CHALLENGE, and Grand Slam's POWER PYRAMIDS. All in more pages than you could mop up the gravy on Gordon's dinner with . . .

ALL THIS AND MORE FOR ONLY £1.50! AMAZING! STRIKE A BLINKIN' LIGHT GUV'NOR, WE CAN'T BELIEVE IT! SO GET DOWN TO THE NEWSAGENT ON THURSDAY, SEPTEMBER 8TH AND HAND OVER THE DOSH FOR THE MAG WITH A FAB CASSETTE ON THE COVER. Er, that's ZZAP!, of course.



IMAGI
ADVANCEMENT T
Denied his throne, RASTAN hacks his way through the horrors unleashed upon his world – FIRE BREATHING LIONS, GIANT BATS, SNAKES, LIVING SKELETONS and the LEGIONS OF THE DAMNED. Finally he must slay the EVIL NECROMANCER KARG, as he assumes the awesome appearance of a MULTI-HEADED DRAGON, to regain what is rightfully his. Is it more than you can handle?...
RASTAN THE WARRIOR KING.
"SLICK AND COMPELLING" Crash
"RASTAN SAGA IS GOOD ENTERTAINING STUFF AND IT'LL KEEP HARDENED ARCADE FIENDS GOING FOR A LONG TIME" Commodore User.
RASTAN
Licensed from © Taito Corp., 1986
imagine ..the name of the game
6 Central Street Manchester M2 5NS
Tel: 061 834 3939 Telex: 669977
SPECTRUM £7·95
COMM £8

...NETICS
...HROUGH IMAGINE



FIGHT
your way through
the precinct – the back alleys, the car parks. Fight your way through VILLAINOUS community, the SKINHEADS, the BEASTIE BOYS, the BOUNCERS. On a hot steamy night in New York this is just the tip of the iceberg on your CHILLING QUEST to confront "MR. BIG."
"THE GRAPHICS ARE OUTSTANDING AND WOULDN'T LOOK OUT OF PLACE IN A CARTOON FILM" Zzap 64
"IT'S PACKED WITH FIVE LEVELS OF PURE ADDICTIVENESS; YOU CAN'T GO WRONG"
Crash.

ARKANOID
type Space Fighter
MIXTEC runs through long forgotten computer data until it finds the answer to this threat... "VAUS 2" is launched and speeds towards the threatening alien presence, before it can extract it's revenge... "THE REVENGE OF DOH."
"A GREAT GAME, FUN AND FRUSTRATINGLY ADDICTIVE"
Sinclair User.
"COMBINE GORGEOUS VISUAL PRESENTATION WITH POWERFUL WEAPON ENHANCEMENTS AND ADDICTIVE GAME PLAY AND YOU HAVE REVENGE OF DOH"
Zzap 64.
"GO AND BUY IT IMMEDIATELY"
Your Sinclair.









Also available on the IBM/Amstrad PC & Compatibles & Atari ST

Licensed from © Taito Corp., 1986

...DORE AMSTRAD
...95 £8-95


"THE CONVERSION OF THE GAME IS FANTASTIC"
YOUR SINCLAIR
"A prime recipe for excellently addictive play."
CRASH
PSYCHO PIGS UXB ™
"THE GREATEST Pig RELATED GAME THIS DECADE..."
FIELD & FARMING MONTHLY
Screen shot from Spectrum version
START ROUND
Screen shot from CBM 64/128 version
Screen shot from Amstrad version
Screen shot from Amstrad version
CBM 64/128
£9.99 CASSETTE
£14.99 DISK
SPECTRUM 48/128K
£8.99 CASSETTE
SPECTRUM +3
£12.99 DISK
AMSTRAD
£9.99 CASSETTE
£14.99 DISK
U.S. GOLD
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388